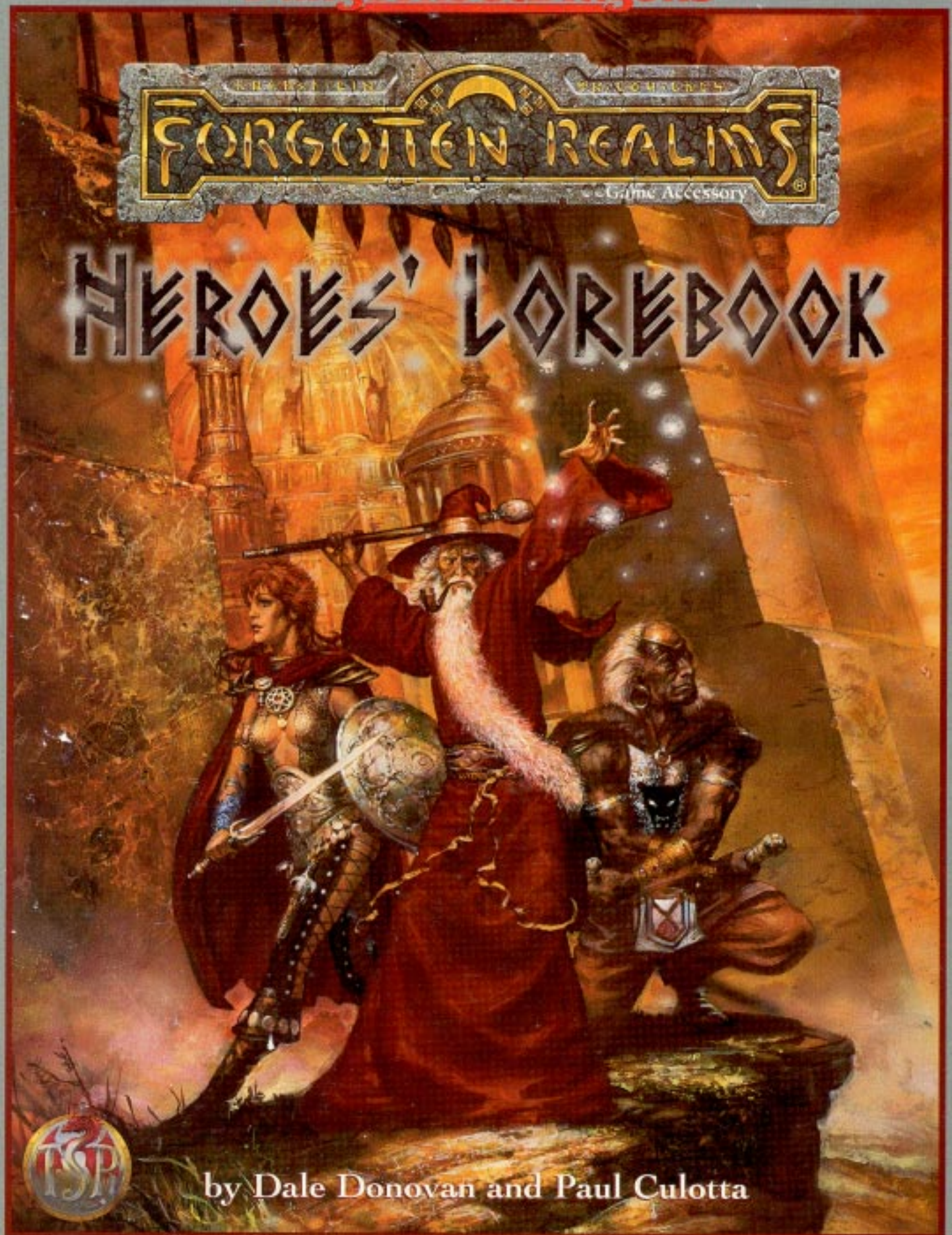
Advanced Dungeons & Dragons®

9525

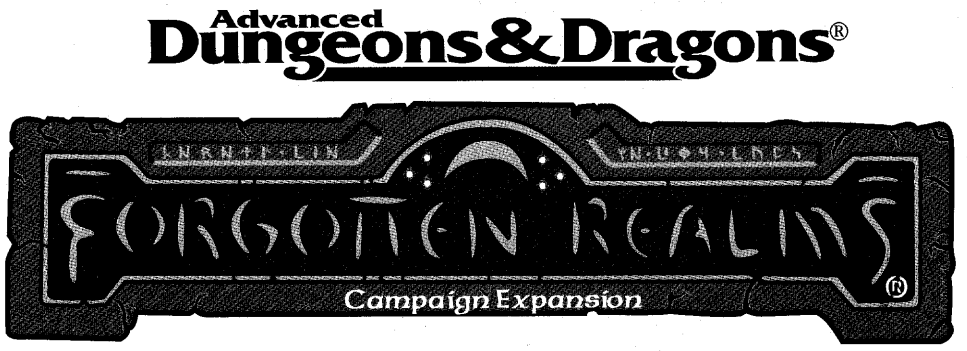
FORGOTTEN REALMS®

Game Accessory

HEROES' LOREBOOK



by Dale Donovan and Paul Culotta



Designers' Dedication

To Bob, Doug, Ed, Jeff, Jim, Kate, Troy, Zeb, and the authors of all the FORGOTTEN REALMS® novels who made this "task" so enjoyable; your stories brought tears to our eyes more than once.

Credits

Design: Dale Donovan & Paul Culotta
Development and Editing: Kim Mohan
Project Coordinator: Thomas M. Reid
Art Director: Robert J. Galica
Cover Illustration: Doug Beckmann
Color Interior Illustrations: Jordi Torres
Black & White Interior Illustrations: Ned Dameron, Tony Crnkovich, and Valerie A. Valusek
Typesetting: Tracey L. Isler
Graphic Design: Dee Barnett
Cover Design: Dawn Murin
Electronic Prepress Coordination: Dave Conant
Special Thanks: Jim Butler, Elaine Cunningham, Ed Greenwood, Julia Martin, Douglas Niles, Steven Schend, & Barbara Young and the TSR Book Dept.

TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, DUNGEON MASTER, MONSTROUS COMPENDIUM and the TSR logo are registered trademarks owned by TSR, Inc. PLANESCAPE, MONSTROUS MANUAL and PLAYER'S OPTION are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1996 TSR, Inc. All rights reserved. Made in the U.S.A. Random House and its affiliate companies have worldwide distribution rights in the book trade for the English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors. This product is protected under the copyright laws of the United States of America. Any reproduction or unlawful use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

9525XXX1501 1st Printing, May 1996 ISBN 0-7869-0412-7

Table of Contents

Introduction 3
Character Descriptions Adon. 6
Alias 8
Alicia Kendrick 12
Alusair Obarskyr 13
Alustriel Silverhand 15
Arilyn Moonblade. 17
Artus Cimber 18
King Azoun Obarskyr IV 21
Brenna Graycloak 23
Brianna Burdun 24
Bruenor Battlehammer 25
Cadderly 27
Caledan Caldorien 31
Catti-brie. 32
Danica 33
Danilo Thann 35
Dimswart 38
Dove Falconhand 39
Dragonbait. 41
Drizzt Do'Urden 44
Durnan 47
Elminster 48
Fyodor 51
Galvin 53
Giogi Wyvernspur. 54
Gwydion 56
King Janol ("Pinch") 57
Keane 61
Khelben "Blackstaff" Arunsun 62
Laeral Silverhand. 64
Lander 66
Liriel Baenre. 68
Mari Al'maren 69
Martine 70
Mirt 72

Special Color Section: Heroes at Rest, And Doing What They Do Best
Pages 73–88

Mourngrym Amcathra 89
Myrmeen Lhal. 90
Narm Tamaraith. 92
Olive Ruskettle. 93
Piergeiron 96
Qilué Veladorn 97
Regis 99
Ren o' the Blade. 101
Rinda 103
Robyn Kendrick 104
Ruha. 106
Shaerl Rowanmantle Amcathra . . . 108
Shal Bal 109
Shandril Shessair 111
The Simbul. 114
Storm Silverhand 117
Syluné Silverhand. 119
Tarl Desanea 121
Tavis Burdun 123
Tristan Kendrick. 124
Vangerdahast 128
Vilheim 129
Wulfgar 131
Wynter. 132
Zaranda Star. 133

Supplementary Material
The Chosen of Mystra 136
Magical Items and Effects 138
Special Wizard Spells. 145
Heroic Groups 153
Index. 156
List of Sources. 159

Introduction

Welcome to the *Heroes' Lorebook.* This book is an update and a revision of the *Hall of Heroes* product first published in 1989. That book has been out of print for several years, and that was one reason for doing this book. The other reason was the simple fact that the Realms is a vital, dynamic place. In the seven years since *Hall of Heroes* saw publication, the Realms has withstood the Avatar crisis and its aftermath, the Tuigan invasion, the (almost) rebirth of the dead god Moander, and numerous smaller upsets and trials. Further, many characters and their stories have become known and loved as part of Realmslore. We learned of the trials and triumphs of the Kendricks and the Moonshae Isles; we came to know and love the inhabitants of Icewind Dale, and we cheered for an artificial lifeform and her reptilian companion as they threw off the evil shackles of her creators. We've also learned more of the activities of the Harpers, and more about the past of the Realms' "spokesmage," Elminster of Shadowdale.

In this book, we have tried to encapsulate the myriad events and major individuals of the years of heroic action that we've all been treated to viewing. While even a partial timeline of everything that's recently happened in the Realms is impossible (really it is, so please don't ask to see one), we'd like to think we did hit the high points. After all, the Realms is about heroic deeds and valiant heroes and heroines, so it's in that spirit that we present this book.

How to Use This Book

It's our hope that you will use the *Heroes' Lorebook* as more than an encyclopedia of Realms NPCs (though it serves that purpose admirably). We hope this book becomes a tool for you to use in your game, whether you're a player, a DM, or both. Read the entries in this book, especially those of characters with whom you may not be familiar. Use the characters, plots, magical items, and campaign hooks detailed here to spice up your campaign. Take the pieces of the stories and characters in this book, tweak them (so others who've read the novel or this book won't recognize your sources), and add them to your game. The "Campaign Uses" section of each entry was specially designed for this purpose.

Note that this book is a compilation of information from novels and other sources published through the end of 1995. The requirements of scheduling and publication made it impossible for us to include products that were released during the first half of 1996.

Another note should be made regarding the characters herein; these characters are not PCs and are not necessarily described according to the rules in the *Player's Handbook* and DUNGEON MASTER® *Guide.* Some of these NPCs break major game rules left and right; this simply is a result of translating fiction and other nonofficial sources into game information. Every attempt was made to apply the rules of the AD&D® game when possible, but some folks in this book (Alias, Elminster, and the Seven Sisters, for instance) just can't be accurately described without throwing some of the rules out the window.

Format and Organization

In the interest of conserving space and trying to structure the book to make it as reader-friendly as possible, we came up with a few conventions that are used frequently throughout the character descriptions:

— An asterisk after a word or phrase designates a magical item, magical ability, or spell that is described in the supplementary material following the character descriptions.

— A character's name given in SMALL CAPS within another character's entry identifies someone who is covered in his or her own entry elsewhere in the book. To get a complete picture of a certain character, it is sometimes helpful to read the descriptions of one or more other associated characters. For instance, Bruenor is also mentioned in the entries for Drizzt, Wulfgar, Regis, and Catti-brie.

— The statistical information that begins each entry is somewhat shortened from the way these facts are ordinarily presented; categories such as "Damage/Attack," "Special Attacks," "Special Defenses," and "Size" are covered in the text when such information is noteworthy and needs to be explained.

Within the descriptive text for each character, some of the categories have special meanings or are handled in particular ways:

Spells is not a comprehensive list of every spell a character is capable of receiving, learning, or casting. The specific spells mentioned in this paragraph are those that a character might be expected to carry on a typical day; any or all of them (within reason) could be replaced with other spells in a special set of circumstances.

Weapons of Proficiency and Nonweapon Profiencies often end with a statement such as "3 open." In such a case, the list of proficiencies given includes all the skills that a character has been known to demonstrate, which leaves a number of slots open (depending on the character's class, experience level, and Intelligence). These open slots may be filled with proficiencies that you think are logical for the character to have, or they may be left vacant initially to allow for the character to improve and expand his or her skills as your campaign progresses.

Equipment is a basic list of items, both special and mundane, that a character is known to carry on a day-to-day basis. Again, this list is not exhaustive or restrictive, and can be expanded upon as you see fit. Some of the characters in this book are so powerful or so resourceful (such as Azoun and Elminster, for instance) that there is virtually no limitation on what sorts of equipment they could possess or could procure for themselves at a moment's notice.

In particular, a statement such as "standard adventuring gear" can have a number of different specific definitions. In most cases, it probably includes spare clothing, rain gear, rations, a waterskin, torches or a lantern and oil, ammunition for missile weapons (if any), flint and steel, a coil of rope, empty sacks, a whetstone, sleeping gear, feed for a mount (if any), and a backpack in which most of this stuff would be carried. For particular characters, some class-specific items would certainly also be part of that person's standard gear—thieves' tools, spell components, a priest's holy symbol, a fighter's extra weapons, and so forth.

Magical Items can consist of anything from a simple list of commonly known enchanted objects to one or more short descriptions of unusual or unique items (such as Adon's *ring of alertness* and Danilo's special *bag of holding).* Usually when a special magical item is mentioned in this paragraph, it is marked with an asterisk, meaning that the item is described in detail in the supplementary information toward the back of the book.

Combat/Tactics is a summary of any special or distinctive behavior the character has been known to exhibit in a conflict situation. Some characters don't hesitate to wade into a battle with weapons whirling; others, by inclination or by necessity, remain on the perimeter of a fight for as long as possible.

Allies/Companions provides the names (and occasionally very brief descriptions) of characters, and sometimes creatures, who have traveled with and/or assisted the central character. Other allies may exist who are not mentioned here; for example, any member of the Harpers could be considered an ally of any other Harper. Some of a character's friends may have their names rendered in SMALL CAPS, meaning that they have their own entries elsewhere in the book. On occasion, one or more minor characters mentioned in this section is briefly described at the end of the current entry.

Foes/Enemies identifies the major adversaries (groups and/or individuals) a character has done battle against, but (as with "Allies/Companions") is not meant to be an all-inclusive list of every person or organization the character has come into conflict with.

Appearance gives a character's significant physical features, usually including but not necessarily limited to hair color, eye color, age, and any distinctive identifying marks (such as the scar on Adon's face and the fact that Bruenor wears a patch over one eye). More often than not, a character's appearance is unspectacular enough that a group of PCs could encounter him or her without instantly recognizing who they have met; this would be true of Rinda and Caledan, for example.

Personality is the place to find facts that would make it possible for the DM to accurately role-play the character. Of course, by the same token, most people can suppress their personality traits if it is in their interest to do so, and sometimes a character will purposely adopt an artificial persona to keep his or her identity a secret.

Locales Frequented is a list of some of the places where a character is known to have lived or worked, and sometimes serves as a general guide to where he or she might be encountered by a group of PCs who are in the same area.

History is a brief—sometimes very brief—recounting of a character's origins and accomplishments, which are recounted in detail in the books and game products featuring that character.

Motivations/Goals is a category that helps to personalize each character by describing what is specifically important to him or her—more information that the DM may find useful to realistically portray the character during an encounter with PCs.

Campaign Uses offers suggestions on how the character could be incorporated into an ongoing campaign. Sometimes specific adventure hooks are provided; in other cases the information is more general; and for a few characters, this section is about as general as it could be—Gwydion and Rinda, for instance, have not been heard from (for good reason) since they "went underground" and thus could be met almost anywhere and in almost any circumstance that the DM wants to devise.

Sources is a list of titles of novels, short stories, and game products that were consulted in the preparation of each character's entry. A more detailed list of all the sources mentioned throughout this book can be found on pages 159 and 160.

Last but not least, the center 16-page section of *Heroes' Lorebook* is a special presentation of color illustrations—many of which were created especially for this book—depicting nearly half of the characters listed in the Table of Contents in a variety of scenes, ranging from life-threatening situations to moments that show that, despite their thrilling exploits, these characters are normal folks just like the rest of us. Well, maybe not *exactly* like the rest of us. . . . Read on, and enjoy.

Adon

Human male 9th-level priest of Mystra
ARMOR CLASS: 2
MOVE: 12
HIT POINTS: 45
THAC0: 16
NO. OF ATTACKS: 1
ALIGNMENT: Neutral Good
STR 11, DEX 12, CON 12, INT 9, WIS 15, CHA 13

Spells (6/5/3/2/1): 1st— *bless, command, cure light wounds, detect evil, detect magic, light, protection from evil, sanctuary;* 2nd— *detect charm, hold person, resist fire, silence 15' radius, snake charm, speak with animals;* 3rd— *cure disease, dispel magic, negative plane protection, prayer;* 4th— *cure serious wounds, protection from evil 10' radius, spell immunity;* 5th— *flame strike, true seeing.*

Weapons of Proficiency: footman's flail; footman's mace; war hammer; 1 open (only type B weapons allowed).

Nonweapon Proficiencies: etiquette; healing; herbalism; local history (his involvement in the Time of Troubles); reading/writing; religion (worship of Mystra); spellcraft; 1 open.

Equipment: plate mail; large shield; mace; war hammer; holy symbol; holy water; standard adventuring gear.

Magical Items: a *ring of alertness,* which functions as a *rod of alertness* in all ways except that the ring cannot be used as a weapon in melee combat. All functions of the ring are usable by Adon with a simple act of will.

Combat/Tactics: If others are threatened, Adon rushes to their aid. He prefers to capture humanoid foes alive, hoping that they can be converted to the worship of Mystra. Since most nonhumanoids are unlikely candidates for conversion, he does not exercise such restraint when dealing with them.

If he is attacked when he's unprepared or unwilling to fight back physically, Adon uses his spells in an attempt to control or neutralize his foe. If he is successful, he then attempts to discern if his captive is under the control or command of someone else.

Allies/Companions: Corene, an initiate in the Church of Mysteries; Mystra, the Goddess of Magic.

Before the Time of Troubles, the entity now known as Mystra was a mortal adventurer named Midnight who, along with Adon, Cyric (a former thief), and Kelemvor Lyonsbane (a warrior), was pivotal to ending that turbulent time quickly. Adon and Midnight became friends. Upon her ascension to godhood, Adon converted to Mystra's worship. Mystra still visits Adon on those occasions when she's seeking a perspective beyond the narrow concerns of the gods.

Foes/Enemies: The god Cyric and his clergy, plus numerous hired assassins and killers.

Appearance: Adon is in his mid-30s, of average height and build, and has fair skin, light brown hair, and green eyes. His looks are quite plain, and the most noticeable feature about him is a scar on his face that runs from his cheek to his jaw. For years the scar was livid, but recently it has begun to fade. He dresses well, keeps his gear clean, and works to maintain his armor's polished shine.

Personality: Early in his life Adon was vain, verbose, and condescending to women. However, the events of the Time of Troubles and the years since then have drastically changed him. Now, as a patriarch of Mystra's Church of Mysteries, he is kind, caring, and gentle. While he's suffered through a long crisis of faith, he has overcome it, and is much more confident in himself and his connection to the Goddess of All Magic.

He can, however, still be wordy. Kelemvor once described him as using 1,000 words where 10 would do. Perhaps that is merely a side effect of being someone who preaches for a living, but it's forever a part of Adon's makeup.

Adon always seeks to do good in the name of Mystra. He'll protect those in need, even if he doesn't know all the circumstances, as he trusts his goddess to take him where he's needed.

Locales Frequented: Arabel and Tegea.

History: Adon was raised as a deeply devout worshiper of Sune Firehair. He grew up in a world of comfort and pampering, and his parents observed him to see which of their best qualities lived on in their son. They were disappointed in almost every way.

Adon lacked ambition as a child; he realized at an early age that there was little need to apply himself when everything he wanted was provided for him. Also, he failed to inherit any of

his parents' physical attractiveness. On the night of his 15th birthday, Adon had a dream that the goddess Sune came to him and promised to make him her consort. The next day he swore to become a crusader in the service of Sune, and at age 18 he became the youngest person ever to become a cleric of that goddess. Within a year he was assigned to the temple in the city of Arabel. While there he met Cyric, Midnight, and Kelemvor. Together, these four adventurers were pivotal figures in the Time of Troubles and the events that followed.

After the Time of Troubles began, Adon and his companions were hired by Caitlan, a young girl who stated that her mistress was being held captive in Kilgrave Castle.

In truth, both Caitlan and Midnight had been invested with a portion of the goddess Mystra's divine magical power, and the "mistress" whom Caitlan hoped to have the adventurers rescue actually was Mystra, who had been imprisoned in Kilgrave Castle by another fallen god: Bane, the Lord of Strife. Bane, Myrkul, and Bhaal were the gods responsible for stealing the *Tablets of Fate,* the event that caused the overgod Ao to cast all the gods down from the planes and into the Realms.

The band freed Mystra and dispatched Bane, though only temporarily. Mystra and Caitlan became one being, and Mystra sought to return to the planes to give Ao the knowledge of who the thieves of the *Tablets* were. Helm, the god of guardians, had been charged by Ao with preventing any of the gods from returning to the planes. Mystra and Helm did battle, and Helm destroyed the Goddess of All Magic when she would not heed his words and turn back.

Moving on toward Shadowdale, the group stopped in Tilverton. It was there that Adon was struck in the face by a knife-wielding lunatic. With the gods walking the Realms, there was no clerical magic to heal the wound, and a long, rough scar formed, running from beneath his left eye down to his jawline.

Upon reaching Shadowdale, the band learned that Bane had mustered the forces of Zhentil Keep and was leading them toward the town. All of the band aided the town's defense, with Adon and Midnight assisting Elminster in his tower as the Old Mage was working spells to conjure and bind a creature that could defeat Bane. The fallen god sensed this and attacked at a critical time, just as Elminster was weaving a spell to contain the creature he planned to summon through a planar rift. Bane and Elminster battled, and the god drove the mage into the rift he had opened. Just then, the creature Elminster had summoned—a magic elemental—arrived. The creature pulled Bane into the rift, and much of Elminster's Tower was destroyed.

The Zhentil Keep forces fell, but from the wreckage of Elminster's Tower, only Adon and Midnight escaped. In the aftermath, they were charged with murdering the Old Mage.

Feeling abandoned by his own goddess, and seeing several other gods moving about the Realms, Adon suddenly felt as if he had had a part in something terribly wrong and deserved to be punished (as evidenced by the scar). Having lost faith in himself and his goddess, Adon's depression sunk to almost catatonic levels, and only his friend Midnight worked to help him.

Although an impromptu trial sentenced them to death, Adon and Midnight escaped their captors with the aid of Cyric, (who himself was soon to turn to greed and evil). The three fled, pursued by many, including Kelemvor.

Having learned that one of the Tablets of Fate was hidden in Tantras, Adon and Midnight headed for that city, where the fallen god Torm had decided to make his home in the Realms. Bane and his forces moved in on the town to capture the heroes. There, Adon spoke with Torm, the god of loyalty and paladins. Adon told Torm of the Tablets and their thieves, and Torm advised Adon not to lose himself in self-pity. Soon after, Adon spotted Elminster, alive after his ordeal in the rift.

The two fallen gods, Torm and Bane, fought in Tantras over the *Tablet of Fate* there. After a tremendously destructive battle, both gods perished. Adon, Midnight, and Kelemvor gained the first *Tablet* and learned that the second was hidden in Waterdeep. Cyric had by this time turned to evil and joined the Zhentarim forces pursuing them.

Adon had taken Torm's words to heart, and pledged to himself that he would stand by them. He had been shocked to see how little the gods truly cared for their worshipers, and so he began to focus his devotion on mortals—his friends.

The Realms-bound version of Bhaal, the Lord of Murder, now stalked the heroes as well, trying to regain the first *Tablet.* The band continued to flee as their pursuers drew ever closer.

In a decisive battle near Boareskyr Bridge, all the players came together. Bhaal fought Cyric over who would take possession of Midnight and the first *Tablet.* Using an enchanted short sword he would later name *Godsbane,* Cyric managed to defeat and kill Bhaal, but was badly wounded in the process.

Adon, Kelemvor, and Midnight sought Dragonspear Castle, not knowing that Myrkul, Lord of the Dead, had laid a trap there for them. For, in truth, the second *Tablet of Fate* did not reside in Waterdeep but in Myrkul's Bone Castle in the Realm of the Dead. Because the gods were trapped in the Realms, none of them could journey across the planes and retrieve the second *Tablet.* Myrkul's plan was to trick Midnight into going to Bone Castle and getting the *Tablet* for him.

After many trials, Midnight recovered the second *Tablet.* The heroes came together again in Waterdeep, where the third Tablet was located.

As a diversion, Myrkul allowed hundreds of fiends from the nether planes entrance into Waterdeep so that most of the city's defenders would be needed to repel them, leaving only the heroes and Elminster to battle the Lord of the Dead for the *Tablets.* After an attack by Adon and one of Waterdeep's valiant griffon riders, Midnight managed to *disintegrate* Myrkul.

Cyric appeared on the scene, and their former comrade attacked, trying to take the *Tablets* for himself. Cyric killed Kelemvor, wounded Adon, and fled with the *Tablets.*

Adon and Midnight pursued Cyric to the top of Mount

Waterdeep, where Cyric presented the *Tablets of Fate* to Ao. The overgod then gave Cyric status as a god, taking over the spheres of influence of Bane, Bhaal, and Myrkul, and also offered Midnight the chance to replace the destroyed Mystra as the goddess of magic. At first she declined, but Adon changed her mind by insisting that her service was needed to resist the now immortal Cyric.

Adon then became the first cleric of the new Goddess of All Magic. Since that time, he has worked to strengthen Mystra's church and to oppose that of Cyric. He also must fend off periodic attacks by Cyric's followers who seek to end his life.

One event that helped reaffirm Adon's faith in himself and his goddess occurred in Tegea, a village in the southern reaches of the Storm Horn Mountains. The duke who ruled the village had turned to evil during the Time of Troubles, cursing the gods for abandoning him and his people. The effect was that no clerics could reach their gods while in Tegea, and hence, could receive no spells. The duke, now a hideous-looking creature, used his magic to inflict a horrible curse on all the town's women when one refused to marry him: All of them were made as ugly and warped as he was.

Adon journeyed here with an initiate cleric, Corene. They attempted to help the object of the ruler's base attentions, a spirited girl named Sarafina who had repeatedly refused the ruler's offer of marriage. Adon learned that the ruler believed his form to be unchanged and confronted the mad wizard. With Corene's help, Adon showed the lord his true visage and defeated him. With the lord's defeat, his curse was lifted and all the women in the village regained their normal appearances.

More recently, when Cyric sought revenge on Mystra, she came to Adon for advice. In the course of these discussions, she showed Adon an asylum for those who'd been driven mad by misfired magic. Adon decided it was the Church of Mystra's duty to help these people as much as possible. (For more on the recent events between Mystra, Cyric, and the other gods, see the entries on Gwydion and Rinda in this book.)

Motivations/Goals: Adon's primary goal is the advancement of the Church of Mysteries, one name by which Mystra's faith is known. Now that he's fully regained his confidence in himself, Adon is the instrument of his goddess. Just as Mystra is opposed to Cyric's insane plots and schemes, so is Adon and the church he leads.

Campaign Uses: If any of the PCs are clerics of Mystra, or are wizards who profess to worship the Lady of Mysteries, the party may be called on by Adon or one of his assistants to aid in one of Mystra's causes. This cause would likely have much to do with magic; perhaps a lich or a wizard is attempting to learn some forbidden spell, loose a dangerous, magically imprisoned beast, or recover some lost arcane artifact. However the PCs become involved, they may also attract the attention of Cyric.

Sources: *Shadowdale, Tantras, Waterdeep,* "The Curse of Tegea," *Prince of Lies.*

Alias

Human female 8th-level fighter
ARMOR CLASS: 0
MOVE: 12
HIT POINTS: 57
THAC0: 13
No. OF ATTACKS: 3/2
ALIGNMENT: Neutral Good
STR 17, DEX 17, CON 17, INT 17, WIS 17, CHA 17

Weapons of Proficiency: all swords; dagger (thrown or wielded); all maces; all axes; club; dart; all pole arms; all lances; morning star; quarterstaff.

Nonweapon Proficiencies: blind-fighting; endurance; musical instrument (chordal horn); riding, land-based (horse); running; singing; 3 open.

Equipment: standard adventuring gear.

Magical Items: As a legacy of her magical "birth," Alias bears an elaborate magical tattoo that covers her right arm from wrist to elbow. Amid a swirling pattern of thorns and waves were the magical sigils of the warrior's original creators. These sigils were to have allowed those creators to control their "instrument."

With the demise of each of her creators, the sigil representing each has disappeared from Alias's arm. The pattern remains, however, and cannot be removed in any way. The tattoo still radiates magic if such is detected for.

Alias also possesses a *chain mail* +2 shirt and a *long sword* +3, and, thanks to a permanent enchantment, can now communicate verbally with her companion and "soul brother" Dragonbait the saurial paladin.

As part of her creation, Alias has a permanent *misdirection* effect on her. This effect also protects anyone moving or traveling in Alias's company.

Combat/Tactics: An experienced warrior, Alias has mastered the art of not making mistakes in combat. While she seems to prefer melee to ranged combat, she'll do her best to get and hold any tactical advantage that presents itself.

Allies/Companions: DRAGONBAIT; OLIVE Ruskettle; Mintassan the sage (and plane-hopping wizard); Zhara (the widow of Akabar Bel Akash); the saurials of the Lost Vale; and Finder Wyvernspur, her "father."

Foes/Enemies: Any of her creators (should they reappear); any surviving Night Masks of Westgate; and those people or groups who unjustly control others' lives (as her creators tried to control Alias).

Appearance: A tall woman (5'10") with reddish-blonde hair, striking green eyes, and a proudly displayed tattoo on a well-muscled sword arm, Alias cuts a unique figure. She dresses for the occasion (if any); otherwise, she tends to wear leathers, saving her armor for combat situations.

Personality: Alias is strong-willed and independent. She

was strong enough to resist the pull of the magical strings of her creators (including a sorceress, a lich, a fiend, and a god), so she's strong enough to stand up to anything life can throw at her now.

Due to the circumstances of her creation and the involvement of the cult of Moander, Alias tends to distrust clerics and gods in general. This may have been part of her programming, in order to prevent her from seeking clerical aid. Nevertheless, this is how she feels. She regards her companion Dragonbait as a conservative stick-in-the-mud, but she holds no ill feelings toward her soul brother.

As she has matured, Alias has become more and more independent of Dragonbait, just as a child becomes more independent of its parents. While they will always care for each other as brother and sister, Dragonbait is playing less and less the role of father figure to her.

As a result of being "born" with the body of an adult complete with a deadly set of skills, Alias's emotional development has lagged. That's why at times, especially in emotionally charged circumstances, she is liable to overreact as young people are wont to do. She can be subject to seething rages, deep sorrow, and ecstatic joys.

Alias also is a wonderful songstress, with the full complement of ballads, ditties, and tales that the Nameless Bard (Finder Wyvernspur) created and implanted in her during her creation. While the "memories" Finder implanted in her are all false (Alias had no childhood, for example), she still cherishes them and cares deeply about the man she considers to be her father.

Locales Frequented: Westgate (the town of her "birth,"), the Dales, the Moonsea, Cormyr (she "awoke" in Suzail), the Lost Vale, the Sword Coast.

History: Alias's story begins with Finder Wyvernspur, also known as the Nameless Bard. He was a Harper who sought a way for his songs and stories to carry on after his death without their meaning being lost or corrupted. To achieve this vain end, Finder set about creating a magical "vessel" to contain that knowledge and reproduce it on command.

His first attempt, the magical artifact that came to be known as *Finder's Stone,* was considered a failure by Finder. While the stone held an image of Finder and all his songs and tales, it had no will of its own, no desire to perform, and no means of judging its effect on an audience. Finder thus put aside the item and sought to create a living, sentient vessel.

Finder's first effort along this line was the being known as Flattery. He considered this experiment a failure too, due to his own insistence on perfection from his new creation. When his "toy" didn't perform up to his standards, Finder became enraged and beat Flattery. A sequence of events followed in which the revenge-minded Flattery killed one of Finder's apprentices and maimed another one, who then later committed suicide.

For his part in these tragedies, Finder was brought to trial by the Harpers. He was found guilty of letting his pride lead to the deaths of others, and for his punishment the Harpers took away all the sources of that pride. They declared that mention of him would be stricken from all records, his songs and tales were never to be repeated, and he was banished to another plane.

The Harpers were not totally effective in erasing all mention of Finder, however. Eventually a powerful sorceress, Cassana, discovered Finder's place of exile: The Citadel of White Exile, at the juncture of the demiplane of gems and the Positive Material Plane. Cassana rescued Finder (now referred to as Nameless) after getting a promise from him to aid her and her colleagues in creating a new vessel in exchange for his freedom.

Cassana was thoroughly evil, as were the others she had gathered who had the powers and the inclination to create a new type of tool. Her allies included Zrie Prakis, a powerful lich under Cassana's control; the Fire Knives, a group of thieves and assassins who wanted King Azoun IV of Cormyr dead; cultists of the dead god Moander, who wished to resurrect their deity; and Phalse, a fiend in the form of a halfling.

A pure, untainted soul needed to give the vessel the essential "spark" of sentient life was found in the person of the saurial paladin called Dragonbait. The saurial was to be sacrificed at the proper moment, allowing his soul to enter the vessel that Finder had sarcastically named Alias. Both the vessel and the sacrifice were tattooed with the sigil of each member of the group—Alias on her right forearm and Dragonbait on his chest.

Finder noticed Alias's tattoos after he implanted her false

memories and all his songs and tales in her. By means that are still unknown (though Finder likely had something to do with it), Alias came to life before Dragonbait was sacrificed.

When Finder discovered that Alias was already alive (although not yet conscious), he freed both the female warrior and Dragonbait. When the other conspirators learned of this, they imprisoned Finder in Cassana's dungeon. After this setback, the others who took part in Alias's creation began to squabble among themselves, as each put forth its own agenda for Alias.

Dragonbait took Alias, who was not yet fully conscious, to Suzail, the capital of Cormyr. In the inn where Dragonbait left her, Alias truly awoke for the first time. Since Finder had not "programmed" Alias with any memories about the tattoos, she considered them to be a recent addition. She also had no memory of her creation or the journey to Suzail with Dragonbait.

Associating the tattoos with her memory loss, she sought magical aid. During this time, she met Olive Ruskettle and the mage Akabar Bel Akash (see the end of this entry), and Dragonbait returned. While she had no memory of the saurial, Alias felt a kinship with him and allowed him to accompany her.

The conspiracy of creators was still able to exert some influence over Alias, however. The Fire Knives wanted revenge on Azoun because he had banished them from Cormyr. They programmed Alias to attack at the sound of his voice. This might have worked if the nobleman Giogi Wyvernspur had not done an outstanding imitation of his king when Alias was within earshot. She attacked Giogi, but Alias was subdued and he emerged none the worse for wear.

The followers of Moander were trying to bring their god back to the Realms, releasing it from where it had been imprisoned long ago. They succeeded in freeing their deity, but Alias's friends and allies were able to destroy it.

Cassana tied her influence over Alias to a wand that would force Alias to obey the sorceress's wishes whenever she was within 100 feet. Zrie Prakis's motives are unknown. He may have coveted Alias's form—a sane version of Cassana, who had been his lover when he was alive.

Phalse had the most farsighted plan of all. Once he learned the process of creating vessels, he set about to build an army of superwarriors that would follow his every command. He constructed twelve vessels of his own based on Alias's design.

After the Fire Knives' plot failed, Alias set out to discover the meaning of the sigils on her arm and her strange compulsions. Her friends, accompanying her, recruited the red dragon Mistinarperadnacles to help destroy Moander's Realmsian form, foiling another of the schemes of Alias's creators.

The evil conspirators set out to recapture their errant creation, but had little success. Each victory won by Alias and her friends gave the female warrior more confidence in herself and in her humanity. Winning over her foes and her creators' programming proved to her that she was more than anyone's tool or instrument—she was a person.

After the battle with Moander, the heroes were recaptured by Cassana. A second sacrifice was set up on the Hill of Thorns outside Westgate, but was disrupted by Alias's friends and Finder, whom they had freed from Cassana's dungeon. Both Zrie and Cassana perished in that battle, along with the Fire Knives. Phalse fled via a *gate* to the Citadel of White Exile.

Alias, Dragonbait, Finder, Akabar, and Olive followed the fiend. They learned Phalse's plan, found the twelve Alias duplicates, and discovered that Phalse's true form was that of a beholder with stalks that ended in mouths. Alias destroyed Phalse, thus vanquishing the last evil that claimed a hold on her.

Alias chose to remain a wandering adventurer with her friend Dragonbait—and her adventures were far from over.

The two found themselves in Shadowdale about a year later. Elminster had convinced the Harpers to reconsider their sentence against Finder, whom they were holding in the Tower of Ashaba. When the Harpers refused to allow Alias to visit him, she passed time singing Finder's tunes at the Old Skull Inn.

Akabar Bel Akash and his wife Zhara found the pair at the inn, and Akabar told them he had been having dreams that revealed Moander was again trying to return to the Realms. Akabar felt it was his duty to find and destroy the new Realmsian body of the evil god, then go to the Abyss where the god's true form lived and kill it as well, ending Moander's threat forever.

Alias later learned that Zhara was one of Phalse's twelve replicas of Alias. Her dislike of priests in general and her jealousy over Zhara's relationship with Akabar combined to cause the relationship of these two "sisters" to begin roughly.

The Harper tribunal that was rehearing Finder's case sent for Alias. As she and Akabar were traveling to the tower, a saurial wizard named Grypht used a form of *teleport* spell to reach the courtroom. Thinking they were under attack, the Harpers responded. Grypht fled toward where Finder was being held, with a female Harper bard named Kyre in pursuit.

Grypht reached Finder's room and found him with Olive Ruskettle. The trio was then attacked by Kyre, who turned out to be an agent of Moander. She grabbed the *Finder's Stone* from its owner and magically imprisoned Grypht, but Finder managed to *teleport* himself and Olive away to Finder's Keep outside the Spiderhaunt Woods just as Alias, Akabar, and the armed forces of the Tower of Ashaba reached Finder's room.

Kyre falsely informed Alias and the others that Grypht had kidnapped Finder. Lacking concrete evidence to the contrary, the heroes believed her. Shaken by a spell Kyre surreptitiously cast on him, Akabar fell ill. Kyre volunteered to care for him while Alias and the others continued their search, and she then used magic on him to gain his cooperation in bringing Moander back to the Realms. Despite this, Akabar managed to free Grypht from his magical prison, and the two of them killed Kyre, whose body had been possessed by Moander. They recovered the *Finder's Stone,* and Grypht then *teleported* them away.

Zhara and Dragonbait joined Alias at the tower. After scrying their location, Alias, Dragonbait, and the Harper ranger

Breck Orcsbane set off to track the saurial and the mage. Zhara pursued also, determined to find her husband.

Akabar, upon magically conversing with Grypht, learned that Grypht was a saurial like Dragonbait, though of a different type. He also learned that Moander had brought a large number of saurials from their home to the Realms. Here, the god had been able to enslave all of the saurials but Grypht and his three apprentices. Grypht had been seeking to reach Dragonbait (or Champion, as his people call him) when the saurial wizard had appeared in the courtroom in the Tower of Ashaba.

In the forest they had teleported to, Grypht and Akabar were attacked by treants controlled by Moander. The two wizards managed to defeat them, and Grypht used a dimensional spell to whisk himself and Akabar to safety. Alias and her companions were witnesses to the pyrotechnics the mages released during the battle and investigated the scene. The ranger Breck also discovered that Zhara was trailing them, and it was after a scuffle between the two that Alias realized Zhara's origin. Grypht and Akabar eventually joined up with the small band.

Upon experimenting with the *Finder's Stone,* Alias was able to cast a permanent *tongues* spell, allowing her and Dragonbait to converse normally. She then used the Stone to teleport the group to Finder's Keep (where Finder and Olive were). There, the group battled the orcs and the Moander-controlled beholder that had been after Olive and Finder. Together, the group killed the beholder. The *Finder's Stone* then teleported the group to the Lost Vale, the Realmsian home of the saurials and the site of Moander's new body. After trying to free his former lover from Moander's control, Dragonbait was captured.

While putting their rescue plan into action, Alias and Akabar were taken prisoner. Akabar was to be sacrificed to allow Moander to enter the Realms. Dragonbait escaped his captors and rescued Alias, but they were too late to save Akabar, who had been pulled into Moander's home plane.

Finder followed the mage to Moander's realm in the Abyss and tried to bargain for Akabar's life, but Akabar refused to give in to Moander. The mage's spirit ascended to its home on the planes, and Finder killed Moander. Finder is currently still in the planes, having seemingly inherited the god's powers.

Alias and Dragonbait (and Olive) are next heard of in Westgate on an errand for their friend, Grypht. They were to trade a magical staff for a *crystal ball* possessed by a local wizard named Mintassan. The mage also happened to be a planewalker, an adventurer who spends much time wandering, exploring, and adventuring out among the myriad planes of existence.

During their stay in Westgate, the heroes encountered members of the Night Masks, the thieves' guild that held the city in thrall. Alias and Dragonbait also met members of the Dhostar family, the closest Westgate had to legitimate rulers. The young man Victor Dhostar was instrumental in getting his father, the ruler of Westgate, to hire Alias to bring down the Night Masks and their anonymous leader, known as the Faceless. Victor and Alias began to develop a romantic relationship.

The heroes tracked the Night Masks' activity to a house owned by a man named Melman, who was one of the leaders of the group. They confronted Melman, but before any conclusion could be reached, Night Masks assassins broke in. Sent by the Faceless, they were supposed to kill Melman for cheating the other leaders. Bringing Melman out with them, the heroes fled.

Victor eventually revealed to Alias that he was the Faceless, though only after poisoning her with a spiked ring. He had been able to hide his true goals behind an *amulet of misdirection.* Alias survived the poison, but the ring left a scar on her cheek.

The final battle against Victor/Faceless took place atop a castle where the planar doorway to a pocket dimension was located. Victor, Dragonbait, and Alias all entered the doorway. They found that the place was filled with unformed manes (denizens of Baator), and anyone who coveted the treasures found inside it or displayed other strong, negative emotions would be trapped there with the treasures—and the manes. Victor's greed held him there.

Dragonbait escaped, but Alias was initially also trapped by her negative feelings of loss over the love she thought she had shared with Victor. With the aid of Mintassan, she managed to flee through the portal, while Victor was killed.

At the end of this adventure, Alias, Dragonbait, and Mintassan headed back toward the Lost Vale.

Motivations/Goals: Though she calls herself a sell-sword, Alias fights for good causes, not just those that pay well. She despises slavery (with good reason, considering her history), and would act to free anyone she discovered to be in a condition of unwilling servitude. Her strong sense of values is due, in part, to Dragonbait the paladin's influence.

In a larger, more abstract sense, Alias is still searching for herself. She was created as a full-grown woman, but her emotional age has not yet caught up to her physical state. She has made strides recently, but any clue to uncovering more knowledge about her "past" will be met with enthusiasm and investigation by the young woman.

Campaign Uses: Alias can be encountered in any of the locales mentioned in her history, or anywhere that life and adventure take her. She's liable to be accompanied by Dragonbait (though that is less likely than it was a few years ago), and perhaps Mintassan. Being a planewalker, he could take Alias to the planes (and into the PLANESCAPE™ setting) on an adventure, a vacation, or a mission to learn more about her origin.

Sources: *Azure Bonds, Song of the Saurials, Masquerades.*

Akabar Bel Akash, hm M6: This Turmish wizard was one of Alias's oldest and dearest friends. His death (in *Song of the Saurials)* was a great loss to her. At the time of his death, Akabar's characteristics were: AC 10; MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4 (dagger); SZ M; AL LG; Str 11, Dex 12, Con 13, Int 15, Wis 13, Cha 14. Spells (4/2/2): 1st— *cantrip, enlarge, magic missile* (x2); 2nd— *bind, continual light, deeppockets, magic mouth, pyrotechnics;* 3rd— *dispel magic, fly, haste.*

Alicia Kendrick

Female human 7th-level druid
(Formerly 6th-level fighter)
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 58
THAC0: 16
NO. OF ATTACKS: 1
ALIGNMENT: Lawful Good
STR 10, DEX 14, CON 15, INT 14, WIS 14, CHA 16

Spells (4/3/2/1): 1st— *animal friendship, create water, detect evil, entangle;* 2nd— *barkskin, know alignment, slow poison;* 3rd— *call lightning, hold animal;* 4th— *plant door.*

Weapons of Proficiency: dagger; staff; scimitar; 6 open.

Nonweapon Proficiencies: charioteering; local history (Moonshaes); religion (veneration of the Earthmother); riding, land-based (horse); weather sense; 6 open.

Equipment: As the newest High Queen of the Moonshaes, Alicia has access to almost any equipment she desires.

Magical Items: It could be assumed that she has inherited the use of some or all of the magical items previously employed by her mother (see Robyn's entry for details).

Combat/Tactics: Alicia prefers to mix it up in melee rather than standing back and using her spells. While she will cast spells that are necessary or helpful when needed, her enthusiastic nature draws her to the excitement of close fighting.

Allies/Companions: KEANE the wizard, Tavish the bard, Finellen the dwarf, Brigit the elf, Newt the faerie dragon, Hanrald Blackstone the Earl of Fairheight (LG hm F8), Prince Brandon Olaffson of the Northmen (LG hm F10), and her parents, TRISTAN and ROBYN Kendrick.

Foes/Enemies: Sinioth; her sister Deirdre; the minions of Talos, Malar, and all the "new gods"—the gods worshiped elsewhere in the Realms—that try to impose their will on the Moonshae Isles.

Appearance: With a lithe figure and a slender back with long, wheat-colored hair streaming down it, Alicia is a dazzling young woman (age 25 at present) with sparkling green eyes. Faint freckles dot her cheeks and nose. Alicia moves with the confident swagger of a warrior coupled with a smooth sensuality so alluring that mistaking her for a man due to her walk is impossible.

Personality: Alicia is still full of youthful exuberance. She loves nothing more than to go out for a wild chariot ride as the sun rises.

While nothing is ever certain in the Realms, it seems that she has discovered that her tutor Keane loves her and that she loves him too. The High Queen quite possibly by now has a High King to help her rule.

Alicia has demonstrated strong leadership qualities and should take to ruling quite well. She is concerned with the welfare of her people, but does sometimes wonder where her personal desires fall with regard to the best interests of her nation.

Depending on when Alicia is encountered, she also may be exploring her feelings for Keane and considering their future together.

Locales Frequented: The Moonshaes; Evermeet.

History: After being tutored by Keane during her formative years, Alicia was thrust into the adventuring life out of necessity when she was 20 years old. When her father had left on a trading voyage and her mother had fallen ill soon thereafter, it fell to Alicia (and Keane and Tavish) to journey to Fairheight to investigate reports of a new Moonwell*—the first one that has been known to appear in years. For all of Alicia's life, the Ffolk of the Moonshaes had missed the presence of the Earthmother, even though they had adopted the worship of Chauntea. For the five years prior to the Moonwell's appearance, terrible weather had reduced much of the Isles to a barely habitable state.

Together with her friends, Alicia managed to defeat the schemes of the current Earl of Fairheight, Gotha the dracolich, and minions of Talos the Destroyer.

Soon thereafter, the royal family received news that King Tristan had been taken prisoner by sahuagin. Malar the Beastlord had also loosed Ityak-Ortheel, also known as the Elf-Eater, against the elves of Synnoria. Alicia and several other heroes went to battle the beast. Among them was one

of Tristan's oldest friends, Pawldo, Lord Mayor of Lowhill, who fell in battle against the Elf-Eater. (More information on Pawldo can be found in Tristan's entry.)

Some of the elves of Synnoria fled through a *gate* to the elven realm of Evermeet, but more were trapped behind when the Elf-Eater destroyed the *gate.*

The decision was made to sail the vast distance to Evermeet. Alicia and the other heroes made the journey and met with some of the elves there. They even converted the ship the heroes had voyaged there in so that it could slip beneath the waves as a magical submersible craft. The heroes used this ship to great effect, rescuing King Tristan just as he was himself escaping his captors.

Finally, an uprising of giants threatened the Isles as the forces of the evil Realmsian gods tried one more gambit to bring the Moonshaes under their sway. Throughout these events Alicia's sister, Deirdre, had become the pawn of these new gods, and it fell to Alicia to take the life of her only sister in order to save the Moonshaes for its people and the returned Earthmother.

After this latest threat to the Moonshaes was quelled, Alicia's mother announced her intent to retire and live the life of a serene and solitary druid. Robyn was joined by King Tristan, who bequeathed the leadership of the Isles to his daughter.

Motivations/Goals: Although she has handled herself well through her many trials, Alicia wants very much to be a good queen. While she has already displayed the qualities of leadership needed to rule, she is still inexperienced as a monarch. As such, she will be initially cautious in her decisions and actions.

Her former tutor, Keane, had become very important to Alicia by the time of their triumph over the giant-kin. In all likelihood, the two are married by now.

Campaign Uses: If the PCs journey to the Moonshaes immediately after the above events, they'll encounter a young queen who may be recently married. If they have important news that affects her domain, she can be moved to action. She will likely consult with Keane and perhaps could charge the PCs with completing some task. If they perform well and enjoy the lifestyle of the Moonshaes, they could find themselves on retainer to the High Queen and King, acting as troubleshooters, diplomats, or trading envoys. This possibility is increased if the PC party includes a druid or ranger.

If the PCs visit the Isles well after the events depicted in the novels, High Queen Alicia and High King Keane will be well ensconced as rulers there. It's likely they'll have a family of their own—a family that the PCs may become involved with. If Keane and Alicia's children are still young, the PCs may be hired to act as their guardians, escorts, or tutors, as Keane initially was to Alicia.

Sources: *Prophet of Moonshae, The Coral Kingdom, The Druid Queen.*

Alusair Obarskyr

Human female 6th-level fighter
ARMOR CLASS: 1
MOVE: 12
HIT POINTS: 54
THAC0: 15
No. OF ATTACKS: 1
ALIGNMENT: Neutral Good
STR 15, DEX 16, CON 16, INT 14, WIS 12, CHA 14

Weapons of Proficiency: long sword; dagger; footman's mace; short bow, flight arrow; medium lance; bastard sword.

Nonweapon Proficiencies: animal handling (raptors); endurance; etiquette; fire-building; riding, land-based (horse); seamanship; tracking.

Equipment: plate mail of dwarven make; long sword; daggers; footman's mace; standard adventuring equipment.

Magical Items: *Royal Cormyrean signet ring* (which allows Vangerdahast to know her location and communicate telepathically with her; the ring functions as the psionic telepathic devotion ESP). Alusair also possesses a *ring of proof against detection and location* that functions as an amulet of the same name, which she dons when she deems it necessary.

Note that the latter ring, when worn, prevents the former from functioning. She also may have access to other magical items through her father, King Azoun IV, and his royal magician, Vangerdahast. Alusair presumably would like to browse through her father's large collection of magical swords.

Combat/Tactics: Alusair tends to disdain missile weapons, preferring to mix it up with her opponent in melee, trusting to her skill and her dwarven-made armor to see her through.

Allies/Companions: Her family, the rulers of Cormyr: King AZOUN Obarskyr IV, Queen Filfaeril Selazair, and Princess Tanalasta (one year Alusair's senior); VANGERDAHAST, royal wizard; the people of Cormyr; the dwarves of Earthfast. Vangerdahast has begun to wonder if Alusair's idealism will draw her toward the Harpers. He also wonders how he'll react if she approaches him about that organization, which counts Vangerdahast as a valuable ally.

Foes/Enemies: Forces that act against the good of Cormyr and the Realms, such as the Tuigan Horde, the Zhentarim, or those that may act against her or her family. If Alusair follows through with her promise and becomes more active in Cormyr, she (like her father) may find herself the target of assassination attempts.

Appearance: At 35 years old, the Princess of Cormyr has lived much of her life as an adventurer. Of medium height (5'6") and athletic build, the princess has deep, oak-brown eyes and long, golden hair. She carries herself like a confident warrior, not a demure princess.

Personality: Alusair is strong-willed and independent, vociferous in her beliefs about good and evil, and willing to back up her beliefs with her sword arm. She is far from the shy, retiring, stereotypical daughter of nobility; rather, she is a fiery tomboy grown to adulthood who believes in her convictions enough to risk her life in defending them.

She seeks to do good for Cormyr and all of the Realms, but has never had any patience for life at court. She still is restless, but her years of living by the sword have matured her. She doesn't speak simply to make conversation; she stays quiet, assessing the situation, until she has something to say.

Alusair was disappointed in her father when she learned that he had made a deal with Zhentil Keep to ensure the participation of the Zhentarim in his crusade against the Tuigan Horde. (See Azoun's entry for details on the crusade.) She saw it as moral backsliding merely to achieve a political end. Her further experiences during the crusade have shown her, however, that the ability to make compromises is inextricably tied to the responsibility of being a ruler. Her strong sense of idealism closely mirrors that of her father.

Locales Frequented: Suzail, unless she's off adventuring somewhere, in which case she could be found anywhere in the Realms.

History: Not much of Alusair's early life is known at this time. It is assumed that she led the typical life of a royal princess (receiving formal education and training in courtly activities such as etiquette, riding, and martial skills) until the age of 21 when, feeling she could no longer live at court, she fled.

The story is that she ran off with a cleric from Tilverton. He was later killed by bounty hunters who were after the ransom that had been posted by Alusair's father for her return.

After this loss, she wandered the Realms for several years, spent a few seasons searching for the *Ring of Winter** and visiting sites such as Waterdeep, Ravens Bluff, Damara, and the Moonshae Isles. Finally, she came to spend time with the dwarves of Earthfast. She traveled with those dwarves who joined her father's crusade and was reunited with him there.

While Alusair and Azoun were both happy to see one another after so long apart, they suffered from the same differing viewpoints that many parents and children so often have. Their relationship remained strained until Azoun was wounded in the first battle against the Horde. In order to keep the army he had assembled calm and confident, Alusair reluctantly took command of her father's crusaders. It was her decision to pull back the Army of the West to more defensible higher ground in anticipation of the next day's fighting. She also fought alongside her father (partially recovered from his wound) in the second and final battle of the crusade and did well, capturing Yamun Khahan's personal banner and snapping its pole over the Khahan's body.

After the battle, Alusair promised that she would return to court in Suzail as soon as she kept some promises and settled some debts. What the future holds for Alusair, only the gods (and the DM) can say.

Motivations/Goals: Like her father, Alusair is primarily interested in promoting good across the Realms. She had believed that she could do more good with her sword than she could at court being a ruler (or at least the daughter of a ruler). After the events of the crusade, however, she now understands the responsibilities that are hers simply because she is the daughter of a ruler. While she's certainly not above taking up her sword to smash evil, she now understands how much good a wise ruler can achieve.

Campaign Uses: Characters adventuring in or near Cormyr may meet Alusair while she is engaged in some mission for the crown. The mission could involve her serving as a diplomatic envoy, or she may be acting on her own or with a band of adventurers as her father did with the King's Men. She may do this openly, or incognito as did her father.

Perhaps Alusair is looking to form or join just such a heroic adventuring group and has heard good things about one particular band of worthies. . . .

Other possibilities include her return to court in Suzail, where she works closely with her father and Vangerdahast, and perhaps an affiliation with the Harpers to keep watch on evil and promote good across the land.

Source: *Crusade.*

Alustriel Silverhand

Human female 24th-level mage; one of the Seven Sisters and the Chosen of Mystra
ARMOR CLASS: –2
MOVE: 12
HIT POINTS: 44
THAC0: 14
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic Good
STR 11, DEX 16, CON 25 (13), INT 18, WIS 17, CHA 17

Spells (5/5/5/5/5/5/5/5/4): As one of the Chosen of Mystra, Alustriel knows and can cast virtually any spell (she is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). On a day-to-day basis she hardly ever carries offensive spells, preferring instead nondestructive magic and spells that enable her to learn or discover things. A typical assortment of spells might include: 1st— *cantrip, feather fall, identify, mending, unseen servant;* 2nd— *blur, detect evil, detect invisibility, locate object, whispering wind;* 3rd— *blink, clairvoyance, dispel magic, fly, tongues;* 4th— *detect scrying, dimension door, Leomund's secure shelter, minor globe of invulnerability, wizard eye;* 5th— *Bigby's interposing hand, false vision, major creation, sending, teleport;* 6th— *Bigby's forceful hand, contingency, globe of invulnerability, legend lore, true seeing;* 7th— *Bigby's grasping hand, Drawmij's instant summons, forcecage, Mordenkainen's magnificent mansion, vision;* 8th— *demand, mind blank, Otiluke's telekinetic sphere, screen, Serten's spell immunity;* 9th— *foresight, gate, Mordenkainen's disjunction, prismatic sphere, time stop.* (See also "Bonus Spells" below.)

Weapons of Proficiency: dagger; dart; knife (thrown); quarterstaff.

Nonweapon Proficiencies: an indefinite number, certainly including ancient history (Silverymoon); appraising; dancing; direction sense; etiquette; gem cutting; heraldry; herbalism; languages, ancient (several); languages, modern (several); local history (Silverymoon); reading/writing (any language she can speak); religion (worship of Mystra); and singing.

Equipment: Since she is not an active adventurer, Alustriel does not carry much equipment on her person. However, as the ruler of one of the greatest cities in the North, the High Lady of Silverymoon can call on all the resources that city has to offer.

Magical Items: A partial list of objects she carries or has immediate access to would include *bracers of defense AC 2; cloak* and *boots of elvenkind;* a *ring of protection* +2; a *wand of illumination;* an *amulet of proof against detection and location;* three *extra-healing* potions; a *staff of Silverymoon*;* an *Alustriel's sword pendant*;* and one *elixir of health.*

Combat/Tactics: A peaceful and kind woman, Alustriel

prefers to avoid combat when possible. However, she is always prepared for such an eventuality, and she enters into magical combat with all the spells and powers at her disposal.

Allies/Companions: The other Chosen of Mystra; the Harpers; her 12 sons (known as the Tall Ones); Taern "Thunderspell" Hornblade (LG hm M17), a trusted advisor; and Phlynk, a doppleganger whose life she rescued and who serves the High Lady with loyalty and love. Phlynk patrols the city of Silverymoon in a variety of guises for his mistress.

Foes/Enemies: A true rarity in the Realms, Alustriel bears the weight of almost no personal enemies. While many of the evil forces present in the Realms would enjoy seeing Silverymoon fall, few are foolish enough to act directly against the most beloved ruler in the northlands.

Appearance: Nearly 6 feet tall and slender, the silver-haired beauty of the North moves with a flowing grace and poise not often found in mere humans. She commonly wears a full-length white or gray robe (gowns for formal occasions) and often carries a unicorn-headed staff (which is actually a *staff of Silverymoon;* see page 144 for details).

Personality: Intolerance and injustice enrage the High Lady of Silverymoon, particularly when wanton cruelty or the abuse of magical power is involved. While she masks her fury behind a serene face and manner, all who know her well also are aware of what upsets Alustriel. Insults only bore her, and even when she is furious she keeps herself under tight control. No one can provoke her into unthinking action. Normally, she is so far ahead of others in her thought processes that Alustriel is all but impossible to manipulate in any way.

Locales Frequented: Silverymoon, Everlund.

History: For general information on how six of the Seven Sisters came to be, see page 136. The text that follows here recounts what happened to Alustriel after the death of Elué.

Because Mystra still needed mortals to raise her daughters, Alustriel (and Syluné) were put in the care of a stern, trustworthy Harper known as Thamator the Old. Mystra, appearing on his doorstep in disguise, persuaded the old man that the girls were relatives of his. Unmarried and aging, Thamator was thrilled to have two new heirs. He hoped to raise his adopted daughters as rangers and Harpers, but both displayed an aptitude for magic early in life. Syluné left home to study magic full time (see her entry for more details), but Alustriel remained home, spending many unhappy years with her disappointed father. Thamator's attitude changed, however, when Alustriel used magic to fend off the attentions of an overly amorous suitor. Her imposing magical might and fierce hatred of cruelty impressed her father, and in the process she showed herself worthy of becoming a Harper.

Most of Alustriel's other escapades are unrecorded at this time, but would surely fill many volumes were they ever to be collected. Since all the Seven Sisters were born more than 600 years ago, most details of their lives are unknown to current sages in the Realms.

Motivations/Goals: Alustriel's foremost goal is to build an ever stronger and more splendid city. She wishes Silverymoon to continue on after her death, and so she works tirelessly through her apprentices, her sons, the city's own agents, her personal allies, and the Harpers.

In order to achieve this, she knows that all of the North needs to become wealthier and more civilized. She hopes to make Silverymoon a hub for more and busier trade routes, the center of a bustling society. If civilization in the North dwindles, Alustriel knows her city is doomed to eventual ruin.

Even when an act that serves to protect or strengthen her city is personally disturbing to her, she will behave in the best interest of those who have placed their trust in her. One notable example of this philosophy was the time when she was forced by circumstances to deny entrance to Silverymoon to Drizzt Do'Urden, a decision that troubled her deeply. She appeared to Drizzt and his friends in the Companions of the Hall outside the city, apologized, and asked the drow ranger to understand her reasoning. "I am forced at times to act for the overall good, whatever the cost to an individual," she explained.

After a brief discussion, the High Lady of Silverymoon was able to pass on some helpful information on the Companions' quest for Mithral Hall. (See the entries on Drizzt, Bruenor Battlehammer, Regis, and Wulfgar for the full story of the Companions.)

Campaign Uses: Because the High Lady of Silverymoon is primarily concerned with the peace and stability of the North, she always wants to know about any and all new fortifications and dramatic changes in the landscape. She investigates any reports of mountains moving or rivers being diverted (sure signs of wizardly activity).

She also keeps an eye on who controls the food supplies and trade routes in the North. She tracks the orcs of the North as well, trying to anticipate when the next horde will form. Alustriel watches her city too, so any swashbuckling done in Silverymoon, especially if magic is employed, will attract her attention.

When she learns of such a situation, she uses extensive scrying magic to uncover all the pertinent facts. With these facts in hand, Alustriel moves to remedy the problem, most often through her agents, her allies in the Harpers, or occasionally by using the services of bands of good-hearted adventurers.

Sources: *The Seven Sisters, The Code of the Harpers.*

Unique Abilities

Spell Immunity: Alustriel is immune to *chill touch, web, lightning bolt, polymorph other, feeblemind, flesh to stone, forcecage, sink,* and *time stop.*

Bonus Spells: In addition to her normal repertoire, Alustriel can cast *comprehend languages, ESP, clairaudience, minor creation, hold monster, antimagic shell, teleport without error, polymorph any object, shape change* (one of her favorite spells), and *Laeral's crowning touch** each once per day without having to memorize them or use any of their components.

Arilyn Moonblade

Half-elf female 9th-level fighter
ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 54
THAC0: 12
No. OF ATTACKS: 3/2 OR 1
MAGIC RESISTANCE: 30% vs. SLEEP AND CHARM
ALIGNMENT: Neutral Good
STR 16, DEX 18, CON 15, INT 15, WIS 15, CHA 16

Weapons of Proficiency: long sword (specialist); dagger (thrown and wielded); light crossbow; composite short bow, flight arrow; 1 open.

Nonweapon Proficiencies: disguise; gaming; hunting; reading/writing; riding, land-based (horse); swimming; 3 open.

Equipment: While adventuring, Arilyn dresses simply in a tunic worn over a loose shirt, dark trousers and cloak, and leather boots. Her bow, quiver, and crossbow are lashed to her saddle and her long sword is at her belt. A dagger is kept in one boot. Among her other belongings is a flask of corrosive acid made from distilled black dragon venom; just a small application will burn through a 1-inch-diameter iron bar in a single round. A special arrow for her crossbow ends in a cup that is filled with spider-sap. As it is shot, it trails cords of spun silk that allow her to climb to wherever she fires it

Magical Items: *Harper pin*, moonblade*.*

Combat/Tactics: Even though the Academy of Arms in Evereska tried to teach her to fight one-handed, Arilyn fights two-handed with the long sword. If someone wants to avoid a fight, she will allow it, but at the first sign of treachery, she forces her opponent to pick up his weapon and fight with no quarter asked or received.

Allies/Companions: DANILO Thann; Myrin Silverspear, proprietor of the Halfway Inn just outside of Evereska; Gestar, a selkie; and Black Pearl, a sea half-elf.

Foes/Enemies: As someone who has personally slain numerous Zhentarim, Cult of the Dragon members, treacherous elves, renegade Harpers, brigands, and outlaws, Arilyn Moonblade probably has as many enemies as Elminster himself. They are certainly too numerous to list.

Her most implacable foe was Kymil Nimesin (NE em F12), a gold elf who had killed Arilyn's mother and then posed as Arilyn's mentor. Through the use of an enchanted topaz in Arilyn's *moonblade,* he controlled the elfshadow within it and used the enchanted being to slay Harper agents, making it appear that the killer was Arilyn. Kymil assumed that Arilyn would eventually be slain by the Harpers, after which he planned to use the *moonblade* to find a hidden *gate* to the isle of Evermeet so that he could kill the elven royal court and assume control. But Arilyn found him before the Harpers found her: In a furious melee, she killed a band of assassins working for Kymil, then defeated her former master in single combat and turned him over to the Harpers for trial.

Appearance: Arilyn's half-elven beauty gives her the look of a young woman about 20 years old; actually she is over 40. She is tall (5'9"), slender, and looks somewhat delicate. Her creamy skin is touched with blue in her high, sharp cheekbones and pointed ears. Her face is oval and topped with curly black hair. Her blue eyes are almond-shaped.

When using the *change self* ability imbued in her *moonblade,* she can appear as a human female courtesan, a human male street youth/laborer, or an elven female priestess of Mielikki.

Personality: Arilyn Moonblade is generally a loner, a product of being an only child whose single parent died when she was still young. The fact that she was generally shunned by elves did not encourage her to be gregarious, and this trait carried over into her young adulthood. She is very self-reliant and takes pride in her ability to stand alone. This has tended to make her stubborn, hotheaded, and very resourceful.

An instinctive distrust of magic (except for her moonblade's abilities) is another trait of hers. She often makes biting or sarcastic remarks. She dislikes tea, cooking, bats, and pompous fools (except for Danilo, who's only acting).

Locales Frequented: Evereska (where she grew up); the Savage North of Faerun; Waterdeep; and Tethyr, where she was reputed to have infiltrated an assassin's guild.

History: Arilyn is the sole daughter of the human ranger

Bran Skorlsun, a Harper himself, and the elven warrior-mage Princess Amnestria of Evermeet. Because she had a human lover, Arilyn's mother was exiled to Evereska, where she took the name Z'beryl. When Arilyn was 14, Z'beryl was murdered, and her *moonblade* accepted Arilyn (who was the heir of the blade) as its new owner.

Ironically, it was Kymil Nimesin, who was responsible for Z'beryl's death, who trained Arilyn in the ways of fighting. After she developed into a more than capable warrior, Arilyn became a hired sword of the Harpers and carried out a variety of missions for them. She became known as one of the best of the Harper operatives, even though she was not a member of that organization.

When Harpers began to die at the hands of an unknown assassin, Arilyn came under suspicion because the victims always died near where she had just been on a mission. The archmage Khelben Arunsun assigned Danilo Thann to stay close to her, because he did not believe that Arilyn was the Harper assassin. At the same time, her father was assigned by the Harpers to keep watch over her. After a series of adventures, Arilyn finally discovered that Kymil Nimesin was controlling the elfshadow creature within her *moonblade* and compelling it to kill Harpers. She bested her former trainer in a climactic fight and got the elfshadow under her own control. Her father inducted her into the Harpers following this episode.

She and Danilo remained partners for two years and engaged in a variety of tasks for the Harpers. Their last assignment together was in Tethyr, where Arilyn penetrated an assassin's guild and saved Danilo's life.

Motivations/Goals: Secretly Arilyn would like to be accepted into elven society. She would also like to get to know her father a bit better, but their Harper missions always seem to be inconveniently distant from each other, and there is no real opportunity to live a normal life with him. Before Danilo left her to return to Waterdeep, he confided in her that he loved her.

Campaign Uses: If any of the PCs are Harpers (or Harper candidates), there are any number of ways for Arilyn to interact with them. Despite her preference for working alone, she might be persuaded to accept the help of a group of adventurers.

A specific scenario could involve Arilyn's old nemesis, Kymil Nimesin, escaping from prison in Waterdeep, Evereska, or some other place with the help of powerful allies. Although Arilyn was convinced to spare Kymil's life earlier, it will be difficult for anyone to persuade her to do so again. If she got wind of the fact that Kymil was free, it is virtually certain that she would head out to find him. It might be interesting to have the PCs engaged in going after whoever freed Kymil, and then have them meet Arilyn during the adventure.

Sources: *Elfshadow, Elfsong, The Code of the Harpers.*

Artus Cimber

Human male 8th-level fighter
ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 44
THAC0: 13
No. OF ATTACKS: 2 (long bow, thrown dagger)
or 1 (other melee weapon)
ALIGNMENT: Chaotic good
STR 17, DEX 16, CON 13, INT 16, WIS 13, CHA 15

Weapons of Proficiency: club; long bow, flight arrow; dagger (thrown and wielded); footman's mace; rapier (1d6/1d8).

Nonweapon Proficiencies: ancient history (Mulhorandi); fire-building; languages, ancient (Thorass and Mulhorandi); reading/writing; riding, airborne (griffon); seamanship; swimming; weather sense.

Equipment: In addition to his magical items, Artus carries a backpack, a quiver of arrows, a journal, writing instruments and ink, rations, a waterskin, and several other ordinary items.

Magical Items: Artus has a *Harper pin*,* carries a *longbow +1,* and wears the unique magical item known as the *Ring of Winter*.*

In addition, he carries a *dagger +2* given to him by the Pastilar centaurs of the Forest of Lethyr after he recovered their chieftain's sacred staff of judgment. The weapon has several special powers, some of which have been augmented by the *Ring of Winter:* On command the gem in the dagger's hilt can emit a *continual light* that can be soft or as bright as a star. If the dagger is laid flat in one's palm, and the centaur chieftain's name (Porinko) is spoken, the blade points to the north. Arachnids within 90 feet can be controlled with this blade; all the wielder has to do is grasp the unsheathed blade and concentrate. Finally, it can *teleport* the holder and up to five other beings to a known location on the same plane of existence.

Artus also has a green hooded tunic that appears to be made of cotton, but is "as light as a pickpocket's touch." This item gives the wearer a 2-point bonus to AC and keeps him comfortable in the tropical heat of Chult. The wearer still has to drink water and eat to maintain his energy, and if he exerts himself he will still get tired and hot, but he will not succumb to heat exhaustion after one hour like an unacclimatized person would.

Combat/Tactics: Now that he possesses the powerful *Ring of Winter,* Artus has no need to use ordinary weapons. Prior to this acquisition, Artus was a scrapper, wielding his dagger, an old thigh bone, or anything else that was handy (even using his long bow to whack creatures over the head). He also packed a vicious punch when unarmed. If spiders were nearby, he would use his magical dagger to let them do the fighting.

Allies/Companions: Alisanda Rayburton; Sir Hydel Pon-

tifax; Bert and Lugg; Uther. (Each of these characters is briefly described at the end of this entry.)

Foes/Enemies: Before he found the *Ring of Winter,* Artus Cimber's nemesis was Kaverin Ebonhand, leader of the Cult of Frost. Since his death, Kaverin poses no further threat. Earlier in his career, Artus escaped from Zhentil Keep after being sentenced to death, and the Zhentarim would doubtless like to get their hands on him. Similarly, the authorities in Tantras have an outstanding warrant against Artus for murder. Finally, the evil deity Cyric realizes that Artus has the *Ring of Winter,* and he may want it safely tucked away elsewhere so that the forces of good will not use it to foil his plots on the Prime Material Plane.

Appearance: Six feet tall and sturdily built, Artus has longish auburn-red hair and green eyes. He is fairly handsome, but until recently he rarely smiled. He wears ordinary clothing and stout leather boots. Numerous scars line his stomach and back, the aftermath of Zhentarim torture.

Personality: During his quest to find the *Ring of Winter,* Artus acted like a man possessed. The only thing on his mind was acquiring this legendary item. Every action he took was directed toward this goal, and he stubbornly persevered over each obstacle put in his path. Being the son of a highwayman, he felt as though he had to put his mark on the world in the most meaningful way. Hence, missions for the Harpers seemed trivial compared to obtaining perhaps the most powerful magical item in the Realms—an object that could plunge all of Toril into an endless ice age. The fact that there was a real enemy, Kaverin Ebonhand, striving to obtain the artifact made the quest all the more compelling. Even when presented with setbacks, such as the death of his companion Sir Hydel Pontifax, Artus continued on.

Nowadays, Artus conducts himself as a well-traveled, adventurous scholar. He is not condescending or snobbish about his knowledge; in fact, he is eager to share it. He is equally eager to learn of places he has never been.

Unless he has a very good reason to do so, Artus will not reveal that he has the *Ring of Winter* (he wears gloves to conceal it).

Locales Frequented: Tantras (he has been there, but Artus avoids the place of late since an outstanding arrest warrant is waiting for him there); Suzail; Baldur's Gate (the Hanged Man Inn and Tavern), the city of Mezro in Chult; the Stonelands; Thay. His living quarters in the attic above Razor John's Fletcher Shop in Suzail are littered with maps, books, notes, and other clutter.

History: Artus Cimber was the son of a Cormyrean highwayman who used money stolen from a caravan of the church of Oghma to pay for Artus's schooling. It was his mother's hope that he would be a teacher, but his restlessness and impatience dashed that hope. He tried his hand as a scribe in the Cormyrean royal court, but the dullness of government service led him to the Harpers. Even the short-term adventures that they provided lost their intrigue after a few months. On his most recent assignment for them (years ago, before he acquired the Ring), he was charged with monitoring a powerful wizard allied with the Zhentarim. Artus encouraged the Harpers to challenge him after he witnessed the mage kill an innocent man. The Harpers declined, not wanting an open confrontation with the Zhents. Artus went to do the job himself, but was captured, tortured in Zhentil Keep, and marked for death. His good friend Sir Hydel Pontifax rescued him.

Artus and Sir Hydel then undertook their search for the legendary *Ring of Winter,* which was also being sought by Kaverin Ebonhand. On two occasions, they thought they had disposed of the villain. Once they had him captured and tried, and he was sentenced to have his hands amputated. Once the sentence was carried out, however, black magical hands flew down and attached themselves to the evil mage's stumps, and he laughed as he walked free. On the second occasion, Artus located Kaverin in Tantras, and Sir Hydel blew him apart with a lightning bolt because he had killed Sir Hydel's wife. Artus and Sir Hydel thought that killing Kaverin was justified, but the Tantran authorities disagreed, and as a result Artus cannot return because he is a wanted man there.

Kaverin escaped the finality of death by entering into a pact with the dark god Cyric: If he was allowed to cause as much chaos as possible by being given a second chance at life, Cyric could torment his soul eternally once he died again. The Prince of Lies took him up on the bargain.

Artus and Sir Hydel searched for ten years for the *Ring,* and finally got a tip from a fellow adventurer, Theron Silvermace, that it was in the southern land of Chult. They went down there only to find that Kaverin had gotten there first, and his frost minions killed Sir Hydel. Artus was captured by a tribe of cannibalistic goblins, but he escaped with the aid of Bert and Lugg. Assisted by Sir Hydel's spirit, they found their way into an underground tunnel that led to the lost city of Mezro. There they found Lord Dhalmass Rayburton of Cormyr (LG hm P14), the founder of the Society of Stalwart Adventurers, who was over 1,200 years old. (Rayburton, like the other chosen paladins of the Tabaxi god Ubtao, can be killed, but is otherwise immortal.) Eventually, with the help of the inhabitants and the guardians of Mezro, Artus found the *Ring of Winter* and used it to kill Kaverin Ebonhand, whose spirit was promptly claimed by Cyric's wolf-headed minions.

During his adventures in Chult, Artus fell in love with Alisanda Rayburton. Together with Bert and Lugg, they teleported back to Suzail, where they now live happily.

Motivations/Goals: Prior to his finding the *Ring,* Artus's life was a succession of failures and tragedies: his highwayman father, his mishaps as a Harper, the death of Sir Hydel's wife, and then the demise of Sir Hydel himself. Finding the *Ring* and meeting his true love prompted Artus to reprioritize his goals. No longer is he driven like a madman, because he is practically immortal (along with Alisanda). They have devoted themselves to enjoying life, adventuring only when the danger is so great that the *Ring* will have to be used.

Campaign Uses: Use of an NPC who is practically immortal and in possession of a powerful magical artifact requires careful handling to ensure that the campaign does not become unbalanced. It is certain that Artus has not broadcast the fact that he found the *Ring of Winter:* If he did, every evil denizen for miles around would come looking for it. Thus, the characters in a campaign should not know this about Artus. All that they should know (if indeed they know even this) is that the *Ring* exists somewhere.

One method is to simply ignore the *Ring of Winter* altogether and use Artus Cimber as a scholarly NPC. He is widely traveled throughout the Realms and he (not to mention his wife) has detailed knowledge of Chult and the people of that jungle land. Thus, he could be a startup source for any adventurers planning an expedition into the Chultan jungles.

Another alternative is to put together a very high-level scenario premised on the idea that someone indeed does know who has the *Ring of Winter:* Cyric, the Prince of Lies himself. While an evil power such as Cyric or his minions would not dare use the *Ring* (it serves only the powers of good), he surely would not want it loose on Toril to oppose his evil ends. Thus, a quick, ingenious raid by Zhentarim agents (or worse) could result in the *Ring's* theft, and a mission being issued by the Harpers to the PCs to recover it. This has the makings of an epic fit for only the most experienced of heroes.

Sources: *The Ring of Winter, The Code of the Harpers,* "Family Business."

Alisanda Rayburton (LG hf P9): This tall, black-haired woman has green eyes and a slightly coppery hue to her skin. She is the daughter of Lord Dhalmass Rayburton, a legendary explorer of Cormyr, and a half-Tabaxi woman. While she appears to be around 25 years of age, she is over 500 years old. She is one of the seven bara, paladin guardians of Mezro selected by the Tabaxi deity Ubtao and gifted with a unique power. Sanda's special ability allows her to possess any warm-blooded creature of Intelligence 9 or less within 100 feet of her if the creature fails a saving throw vs. breath weapon. This possession allows her to perceive through the creature's senses and use its abilities in place of her own. Creatures of 10 or more Hit Dice are allowed additional saving throws—one per round beginning after the eighth round of control—to break free. While a creature is under her control, Sanda's body goes limp and helpless.

Sir Hydel Pontifax: Once a mage and Artus's adventuring companion, Sir Hydel now is a spirit creature. When he was killed by Kaverin's frost creatures, his spirit appeared in the Temple of Ubtao (because Hydel died in Chult, Ubtao's chosen land), and there it was put to a test that it failed. Ubtao sentenced the spirit to be a ghost, but Mystra, the goddess Sir Hydel worshiped, took issue with that ruling. Because his status is unsettled until the two deities sort the matter out, Sir Hydel appears only occasionally. He only gives advice to Artus, and has no attack ability. When not performing some task for one of the minions of Ubtao or Mystra, the spirit can be found in Artus's quarters in Suzail.

Bert and Lugg (intelligent wombats, HD 4; #AT 1, Dmg 2d4; AL CG): These two fellows are wombats, mammals that look a bit like beavers with bristly muzzles, rounded ears, and very heavy front claws. They dig tunnels with a flair and have appetites like dwarves. Originally from a small island northwest of Chult, they were captured by a ship captain who thought to add them to a zoo, but he stranded them in Chult, where they wandered until they met Artus languishing in a pit, intended to be a sacrifice to the cannibal goblins' "god," a monstrous reptilian tentacled centipede. After Artus killed the monster, Bert and Lugg tunneled an escape route for themselves and Artus. When Artus teleported to Suzail, he took his new companions along.

Uther (LN hm F3): Uther is the butler at the headquarters of the Society of Stalwart Adventurers in Suzail, a place that Artus has been known to frequent. Due to a miscast spell by Danilo Thann (see his entry), Uther wound up looking like a creature from the Abyss. He has slitted yellow eyes, black claws, gnarled fingers, twisted horns, and prominent fangs. The Thann family paid many thousands of gold pieces in damages to Uther when it was found the spell could not be undone. Secretly, Uther likes his new look, since it attracts some of the more adventurous females who frequent the Society. Just a look from Uther stops any brawl in the Society's gaming room.

King Azoun Obarskyr IV

Human male 20th-level fighter
ARMOR CLASS: 0/–7
MOVE: 12
HIT POINTS: 105
THAC0: 1
NO. OF ATTACKS: 2
ALIGNMENT: Lawful good
STR 18/76, DEX 18, CON 18, INT 15, WIS 14, CHA 17

Weapons of Proficiency: heavy lance; long sword; broad sword; horseman's flail; dagger; 5 open.

Nonweapon Proficiencies: alertness†; animal training (falcon); etiquette; heraldry; musical instrument (mandolin); reading/writing; riding, land-based (horse); 4 open.

† As per *The Complete Thief's Handbook,* page 16; chance of being surprised is reduced by 1 in 10.

Equipment: As the ruler of Cormyr, Azoun has access to virtually any mundane equipment, from horses to siege engines. If an item isn't available, he can commission its manufacture.

Magical Items: *bracers of defense AC 3;* a *ring of protection +3;* a *ring of free action* (worn at all times other than when on a battlefield). When law and good demand that war take place, Azoun dons *full plate armor +5* and a *shield* +2 (emblazoned with his standard, a purple dragon on a black field), and chooses from a collection of magical swords. His most common choices are his *vorpal sword* and his *defender +4.*

Combat/Tactics: While Azoun seldom enters physical combat anymore, he will lead his army in battle, and does need, on occasion, to fend off assassination attempts.

On the battlefield, Azoun is squarely in charge of his forces. His adventures as a young man have given him a strong grasp of tactics and strategy. He is wise enough to take advantage of his forces' skills, the terrain, and any weaknesses of the enemy.

Even when he's holding court or meeting with Cormyrean nobles, Azoun is never unarmed; he's been the target of too many assassins ever to leave himself defenseless. Typically, he has a long silver dagger tucked into a boot (a *dagger +4),* and may well carry other weapons or magical items secreted elsewhere on his person.

Allies/Companions: Filfaeril Selazair, his wife, a strong, cultured woman; Tanalasta, his eldest daughter and heir apparent; ALUSAIR Nacacia, his headstrong and rebellious younger daughter; VANGERDAHAST, the Royal Magician of Cormyr; DIMSWART the mage; and Winefiddle the cleric. Azoun's only son, Foril, died when he was only two years old. His loss was a great blow to his father.

Foes/Enemies: Enemies of Cormyr, especially those thieves' and assassins' guilds that Azoun's forces constantly battle in an attempt to make Cormyr a safer place for its residents.

Appearance: A handsome, stocky man just under 6 feet in height, Azoun maintains a regimen of exercise to keep himself in fine shape for a man of 60-plus years. His brown hair and beard are liberally streaked with gray, and his shoulders are beginning to be stooped (from poring over so many books, maps, and other tomes), but his piercing brown eyes still display Azoun's fiery resolve to do what's right.

Personality: Despite his alignment, Azoun was a bit of a rebel when he was younger. He had no interest in politics, and so joined (in disguise) a band of adventurers known as the King's Men. In some ways, he longs for those bygone, simpler days when he did not bear the weight of a king's responsibility on his shoulders.

Very much an idealist, Azoun has often found the price of rulership to be high. He is disturbed when the real world forces him to act in ways that personally grate on him, such as when he forged an agreement with the Zhentarim when he was organizing the crusade to stop the Tuigan Horde. He will deal harshly with any troublemakers, but is apt to be generous to those who work toward the protection of his people and kingdom. While it often troubles him to ask others to make sacrifices for the good of Cormyr, he knows that he has also sacrificed much for those under his protection, and he will not treat kindly anyone who is unwilling to make similar sacrifices. As a result of Azoun's leadership and his adherence

to strict principles of loyalty and duty, Cormyr has not known war on its land for many years.

Azoun also is a patron of the arts. He dabbles in poetry and music, but is especially fond of drama. His court in Suzail is one of the most refined in all the Realms.

Locales Frequented: Suzail, though the king often journeys across his realm in order to stay in touch with the people. In the past, he has traveled as far as Tilverton or High Horn, most often alone and in disguise. In this way, he can learn what folk really think, and not just hear what they believe they should say to their king. These sojourns allow Azoun to stay in touch with his people, and also to learn of rumors, gossip, and other information that may be important to his rule.

History: In his youth, Azoun helped form the nucleus of a band of good-aligned adventurers called the King's Men. Two of his companions were Dimswart the mage and Winefiddle the cleric, both of whom remain close to Azoun to this day. The King's Men were free-spirited, more interested in rescuing damsels from ogres than engaging in Cormyrean politics.

One particular episode involved a young Azoun fleeing from magical Zhentarim assassins when he encountered the thief Scoril "Shadowhawk" Cimber and his young son ARTUS. The Cimbers attempted to rob Prince Azoun, but were interrupted by the assassins. Shadowhawk was captured, and Azoun and Artus together fought a running battle to save him, themselves, and defeat the assassins.

During many of these escapades, the court wizard Vangerdahast often covered for the young prince, then set out himself to find Azoun and bring him home. On more than one occasion, "Vangy" arrived just in time to remove the King's Men from some dangerous strait or other.

When the Tuigan Horde that formed a few years ago turned its attentions toward the western portion of Faerûn, Azoun felt it was his duty to rally the powers of the west and stop the horse warriors before they could descend on any of the peoples in that region. Although Vangerdahast advised against such an action, Azoun persisted. He assembled some 12,000 troops from within Cormyr, recruited forces and allies from the Dales, Sembia, Tantras, Hillsfar, Ravens Bluff, the dwarves of Earthfast, and even made a deal to gain troops from Zhentil Keep. He also imposed a "scutage," or shield tax, that allowed him to employ mercenaries. Other nations donated money for more mercenaries or volunteered wizards to join the army, or the "Crusade," as it came to be known. With the exception of the 2,000 dwarves who served under their own king, all 30,000 troops were united in one army under the command of King Azoun. Facing them were over 100,000 horse warriors of Yamun Khahan's Horde.

The armies met about halfway between the free city of Telflamm and the Theskan city of Tammar. Azoun, Vangerdahast, and a escort of 50 troops entered the Khahan's camp to parley. Neither side would back down, and Azoun and his troops returned to their camp. Both sides prepared for the coming battle, though the Earthfast dwarves had not yet arrived.

The first day's battle was indecisive, though the Western Alliance suffered several setbacks. Azoun was wounded in the leg by a Tuigan arrow, and a disastrous charge by the Alliance's cavalry reduced their numbers to almost zero. Despite that, the Alliance showed that it too had teeth, inflicting thousands of casualties upon the horse warriors. The arrival of the dwarves during the day helped to prevent the Alliance army from being totally surrounded by the end of the day's fighting.

Princess Alusair took reluctant command of the army by the end of the day. She ordered the Alliance to retreat westward, closer to the Forest of Lethyr, knowing that the forest terrain would benefit the Alliance's smaller force and make it harder for the Tuigan horse warriors to move freely.

The second day of battle dawned with a few surprises for the Tuigan. The dwarves had dug thousands of pits in front of their lines to catch and trap the mounted warriors of the Horde. These pits were hidden by illusions cast by Cormyr's War Wizards and the other mages within the Alliance. When the Tuigan charged, the banner of Yamun Khahan was sighted and his troops were allowed to reach the Alliance army's lines by means of a horizontal *wall of force* cast by Vangerdahast over the pits. Azoun and a hand-picked squad went to meet them.

The hidden pits, and the confusion resulting from their being revealed, completely broke the charge of the horse warriors. After the Khahan slew the king of the dwarves, Azoun unhorsed the fierce warrior and, following a brief exchange, killed the leader of the Horde.

Some two hours after their charge that morning, the Tuigan Horde was broken and fleeing toward their homelands in the east. Of the Alliance's 30,000 men, only 10,000 remained, but they had won the day and the war. The Realms were again safe—well, as safe as they ever are—thanks to Azoun.

Motivations/Goals: Azoun is first and foremost committed to the safety and freedom of his people. Peace for his country and the safety of his people are his primary motives for taking action. Once, when discussing with Vangerdahast whether the powers of western Faerûn should mount a crusade against the Tuigan Horde of horse warriors, Azoun said, "I can only do what I think is right. And what's right is always right."

Campaign Uses: Azoun's courtiers or subordinates may seek out the PCs if they are believed to bear information that Azoun deems important to the protection of Cormyr. At the same time, Azoun was once a roving adventurer himself, and does have a soft spot for those valorous enough to remind him of his youth. If circumstances warrant an investigation but Azoun hesitates to use "official" channels, he may call upon good-aligned PCs and offer them a mission.

Adventurers should note that Azoun does not allow heavily armed civilians free rein in Cormyr. Any armed person in public must bind his weapons with "peace strings" or "peace cords" that hold them in their sheaths or scabbards or keep them fastened to the belt from which they hang.

Sources: *Crusade,* "The Family Business."

Brenna Graycloak

Human female 7th-level mage
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 22
THAC0: 18
NO. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 8, DEX 17, CON 13, INT 15, WIS 12, CHA 16

Spells (4/3/2/1): 1st— *burning hands, charm person, magic missile, sleep;* 2nd— *deeppockets, flaming sphere, levitate;* 3rd— *hold person, lightning bolt;* 4th— *stoneskin.*

Weapons of Proficiency: dagger; quarterstaff.

Nonweapon Proficiencies: dancing; etiquette; local history (Aglarond); reading/writing; seamstress/tailor; spellcraft; 4 open.

Equipment: An extensive wardrobe, most of it ill suited to a wilderness trip, plus a small pack of adventuring gear.

Magical Items: *Harper pin*.*

Combat/Tactics: Brenna avoids physical combat when she can; if a foe gets too close, she's likely to respond with a quick spell such as *burning hands* or *magic missile.*

Allies/Companions: The Harpers; the ruling council of Aglarond (of which she is a member); GALVIN the druid; WYNTER the centaur. She has occasionally served as an apprentice to the SIMBUL, Aglarond's ruler.

Foes/Enemies: The Red Wizards, the traditional foes of Aglarond; the Zulkirs Szass Tam and Maligor in particular would like to meet Brenna again.

Appearance: Slender and graceful, Brenna is barely five feet tall. She has curly auburn hair, brown eyes, a round face, and a slightly upturned nose. She normally wears exquisite gowns, even if inappropriate for her surroundings.

Personality: Originally shocked by all the grotesque evils of Thay, Brenna now isn't the city-dweller ignorant of the world around her that she once was. She's stubborn, and wants badly to be treated as an equal by any companions. She is in her element in any city, not just her hometown. She has spent practically all her life in such places and has an instinctive feel for urban environments that rivals Galvin's knowledge of the wilderness.

Locales Frequented: Glarondar in Aglarond, and wherever her Harper missions take her in the future.

History: A native of Glarondar, Brenna has worked her way up to a seat on the ruling council of Aglarond. She insisted on accompanying Galvin and Wynter into Thay after she delivered the council's request for them to investigate Maligor's recent activities.

The druid and the centaur are fortunate that Brenna did come along, since her magical abilities were needed on several occasions.

When one of Maligor's darkenbeasts attacked the heroes' camp, it was Brenna who destroyed it with a *lightning bolt.* She also charmed a local to serve as a guide once the group was inside Thay.

She consented to having her head shaved so she could pass as a Thayan woman and lead her colleagues through the hustle and bustle of the city of Amruthar. Although shocked and terrified by his undead minions, Brenna kept her head in the presence of Szass Tam, the Zulkir of Necromancy. During the final battle against Maligor in the Red Wizards' gold mines, Brenna used her magic to kill many of the foul darkenbeasts.

Though she came to care deeply for Galvin by the time their adventure came to an end, she knew she couldn't be happy living in the wilds with him and he'd never willingly make his home in a city. Reluctantly, they parted as good friends.

Motivations/Goals: Brenna is devoted to the protection of Aglarond and the cause of the Harpers. She wants to be taken seriously, even in a situation she's ill-equipped for.

Campaign Uses: If the PCs need an urban Harper contact near the domain of the Red Wizards, Brenna would be ideal. Her position on Aglarond's council gives the PCs a terrific means to communicate with or influence that body.

Sources: *Red Magic, The Code of the Harpers.*

Brianna Burdun

Female human 9th-level priest of Hiatea
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 50
THAC0: 16
NO. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 19, DEX 15, CON 15, INT 14, WIS 16, CHA 16

Spells (6/6/3/2/1): 1st— *animal friendship, create water, cure light wounds, detect snares & pits, light, shillelagh;* 2nd— *aid, goodberry, obscurement, resist fire/resist cold, slow poison, spiritual hammer;* 3rd— *call lightning, create food & water, hold animal;* 4th— *animal summoning I, cure serious wounds;* 5th— *cure critical wounds.*

Priest Abilities: As a priest of Hiatea, Brianna is able to *pass without trace* once a day, *speak with animals* three times a day, identify natural plants and animals as a druid, and use her spear as a *flame tongue* weapon (+2 attack bonus) once a day for a maximum duration of 1 turn. She turns undead as a priest of four levels lower than her current level.

Weapons of Proficiency: battle axe; long sword; spear; 1 open. (Priests of Hiatea are allowed to use edged weapons.)

Nonweapon Proficiencies: agriculture; fire-building; healing; herbalism; religion (worship of Hiatea); 4 open.

Equipment: Standard adventuring gear. As Queen of Hartsvale, she has access to all the resources of her kingdom.

Magical Items: Holy water (normally a few vials) and her holy symbol (a small metal carving of a flaming spear).

Combat/Tactics: Brianna is a formidable physical opponent, able to hold her own against most creatures. While she normally travels with an escort that does her fighting for her, Brianna will help out with any appropriate spells.

Allies/Companions: TAVIS Burdun, Basil the verbeeg runecaster, and Avner (see Tavis's entry for more on these two).

Foes/Enemies: The Twilight Spirit and its minions.

Appearance: Brianna is nearly 7 feet tall, with a body as sturdy as those of most human men. She has a striking face, clear skin, and long, yellow tresses. Her figure retains feminine curves and long, graceful limbs.

Personality: Brianna is strong-willed and confident to the point of being close-minded. She can be incredibly stubborn if she has made up her mind about something. But if presented with irrefutable evidence that her supposition was wrong, she will relent and apologize for her obstinance.

Locales Frequented: The Kingdom of Hartsvale, located south of the arctic ice cap and west of the desert Anauroch.

History: Brianna's story begins when she is kidnapped by ogres who are working for the Twilight Spirit. It is seeking to have Brianna mate with a giant and give birth to the being that will unite all the giant species and conquer the world for evil.

It is later learned that years before, Brianna's own father had promised his as yet unborn daughter to the giants of the region if they helped him win a war of succession against his brother. When Brianna was of age, the giants called in their debt. The king forbade any pursuit of the missing princess, but Tavis Burdun and his friends followed and rescued her. When she got back to Hartsvale, Brianna confronted her father and he left the kingdom in disgrace, after which she assumed the throne.

Later, another minion of the Twilight Spirit, the ettin who called himself Prince Arlien, used magic to infiltrate Brianna's court and seduce her. Arlien was eventually defeated, but not before Brianna became pregnant with his child.

Brianna fled, along with Tavis and Avner, to avoid all the factions (both evil and good) that sought the child. After she gave birth to her son in a cave, Tavis finally bested the Twilight Spirit, releasing the babe from its dire destiny.

Motivations/Goals: Brianna is concerned both with her kingdom and with motherhood. As a priestess of Hiatea, one of her primary areas of concern is the raising of children.

Campaign Uses: If the PCs should find themselves in Hartsvale, Brianna will welcome them. With her son taking up so much of her time, she may ask the party to undertake a mission on behalf of her and her constituents.

Sources: *The Ogre's Pact, The Giant Among Us, The Titan of Twilight, Giantcraft.*

Bruenor Battlehammer

Dwarf male 13th-level fighter
ARMOR CLASS: –3
MOVE: 12
HIT POINTS: 130
THAC0: 8
NO. OF ATTACKS: 2
ALIGNMENT: Neutral good
STR 17, DEX 15, CON 19, INT 12, WIS 15, CHA 15

Weapons of Proficiency: battle axe; dagger; heavy crossbow; footman's mace; morning star; short sword; war hammer; 1 open.

Nonweapon Proficiencies: armorer; blacksmithing; heraldry (dwarven); mountaineering; weaponsmithing; 2 open.

Equipment: As the king of Mithral Hall, Bruenor's wealth is almost endless, and this affords him access to almost anything that money can buy.

Magical Items: *mithral field plate armor +2,* a *shield +1* (which bears the clan Battlehammer's standard of a foaming beer mug), and an *axe +3* (treat as a hand axe if Bruenor wields it one-handed, and as a battle axe if he wields it two-handed).

Combat/Tactics: Like so many dwarves before him, Bruenor loves almost nothing more than a good melee. He's likely to try some wild, incredibly dangerous stunt for the thrill of it, but he never endangers others by his actions. He is fond of taunting or teasing his opponents to a murderous rage, a rage so blinding that they stop thinking and start making mistakes.

One of Bruenor's favorite combat tactics is his infamous head-butt. If he's wearing his trademark horned helmet (covered with dents and with one horn broken off), he does 1d6 points of damage. Bare-headed, the dwarf's sturdy skull still inflicts 1d3 points of damage. Bruenor can be considered to be proficient in this maneuver as if it were just another weapon.

Allies/Companions: DRIZZT DO'URDEN, WULFGAR, REGIS, CATTI-BRIE, and all of clan Battlehammer as well as many of the dwarves of the northern Realms.

Foes/Enemies: The traditional enemies of dwarves (orcs, goblins, duergar, etc.), and those who seek to do his friends injury.

Appearance: Standing 4'6" tall, this heavily muscled dwarf weighs in at a hefty 175 pounds. His furrowed brow, red eyebrows, hair, and beard (the latter shot through with gray), the black patch he wears over his right eye, and his long, pointy nose combine to give him a fierce visage. And this is just how Bruenor wants to be perceived.

Personality: While on the outside he is gruff, snarling, and dangerous, his soul goes much deeper than that simple facade. Although he would never admit it, Bruenor is a caring, sensitive man who genuinely loves his friends and allies. He adopted Catti-brie, saved young Wulfgar's life when few others would have, and befriended the drow elf Drizzt Do'Urden. While he is usually snarling at someone or complaining about this or that, Bruenor is a truly happy man who wants others to feel as he does.

Sometimes abrasive, always opinionated, Bruenor is, above all else, direct and honest. First impressions are important to him. Those who get off on the wrong foot with him will have much work to do to get back into his good graces.

Bruenor is never petty, and he is a loyal comrade. In fact, he will stand with anyone he considers a friend in a battle against impossible odds with a shrug, a grin, and a crude insult directed toward his onrushing foes.

Locales Frequented: Mithral Hall.

History: When Bruenor was born, his grandfather was king of Mithral Hall. At that time, clan Battlehammer numbered over 10,000, and the mines of the clan were rich with the precious and rare metal known as mithral. The works of Mithral Hall were cherished and coveted mightily across the North. Incredible profits poured into the Hall, profits that no thief dared steal.

But then the end came, and it came quickly.

The Battlehammers of Mithral Hall dug their mines too deep and opened a gate to the demiplane of Shadow. Dark, evil things crawled out of that shadow, among them a rare

shadow dragon. When the slaughter was complete, fewer than 300 Battlehammers remained, and these were the very young, the very old, and the very weak. All the other clan members gave their lives trying to fend off an evil from the one source the dwarves never expected: their own mines.

Bruenor was only a pup when this occurred, but he never forgot his home. As the refugees finally settled in the Ten Towns region of Icewind Dale, Bruenor, now a young adult, was committed to someday returning the Battlehammer standard to the walls of Mithral Hall.

Dwarves are nothing if not patient, and Bruenor waited for the right time. Centuries passed as he and the other dwarves went about the business of living in Icewind Dale, fending off barbarian incursions and smiting the various creatures and monsters that inhabit the area. At one point he met and befriended the outcast drow ranger Drizzt Do'Urden. As the years slipped by, the unlikely pair became the closest of friends.

Bruenor subsequently adopted a human orphan named Catti-brie. Also, during a barbarian raid, Bruenor came upon a young savage who carried not the lusty light of pillage in his eyes, but a fierce spark of intelligence. Bruenor didn't have the heart to kill him, so he knocked him unconscious and took him as a captive.

The barbarian's name was Wulfgar, and the youth proved to have a strong mind and even stronger muscles. Wulfgar served Bruenor for five years and learned much in that time. His rage and his prejudices calmed, and his eyes were opened to the fact that the world didn't end at his tribe's borders. Eventually Bruenor, Wulfgar, Drizzt, and the halfling Regis had many adventures together.

The first involved uniting the people of Ten Towns with the barbarians to defeat the threat of the wizard Akar Kessell and his evil *Crystal Shard* in the Battle of Icewind Dale.

After Kessell's power was broken, Bruenor decided it was time to begin the quest to find and retake lost Mithral Hall. The dwarf had long teased Drizzt about accompanying him on this journey, and by faking a deathbed scene, the wily Bruenor got Drizzt to commit to it—after which he jumped out of the bed and set about preparing for their long, difficult quest.

The following spring, the four heroes set out for Mithral Hall. What Regis's friends did not know was the reason why the halfling had chosen to accompany them. Years earlier in a place far to the south, Regis had stolen a magical ruby, and its former owner had sent out assassins to retrieve it—along with Regis's head. When Regis recognized one of the assassins in the Ten Towns area, he decided that going on Bruenor's quest would be safer than staying at home. The assassin followed, and would cause much trouble for the companions (as chronicled in the entries for Drizzt and Regis).

Bruenor began his search in Luskan, where he sought a map from the local underworld of thieves, backstabbers, and cutthroats that would help him locate Mithral Hall's lost location. When the locals returned with the map, they had discerned who it was in their alley asking to purchase it, and they raised their price tenfold. Bruenor, with Drizzt and the ranger's magical panther Guenhwyvar, battled the foolish and greedy thieves, after which they took the map.

The team journeyed next to Longsaddle, where Bruenor received advice that perhaps the dwarves of Citadel Adbar to the north could be of assistance to him in his quest. Also, on their way to the dwarven citadel, the companions would pass near Silverymoon, and perhaps that city's Vault of the Sages would hold information vital to locating Mithral Hall.

Upon reaching the outskirts of Silverymoon, the heroes discovered that Drizzt's drow heritage prevented them from entering that fair city. Silverymoon's ruler, the Lady ALUSTRIEL, appeared before them to explain and apologize to the elf. She also passed along information regarding Mithral Hall's possible location that caused the heroes to turn back west, toward the Herald's Holdfast, a vast store of ancient knowledge.

Once there, Bruenor was given a potion that sent him back through his own memories to the times when dwarves still lived in Mithral Hall. With some coaxing from Drizzt, Bruenor was able to pull the location of Mithral Hall from his own childhood memories of 200 years earlier. They headed toward the ruined underground city now known as Dwarvendarrows in Keeper's Dale.

By this time Catti-brie, who had been the hostage of the assassin Artemis Entreri, had managed to escape his clutches and catch up with her friends (but, as they would discover, Entreri himself was also trailing the heroes). Soon afterward, the companions gained entry into Mithral Hall itself when Wulfgar was tapping a wall of stone with his enchanted war hammer, searching for a hidden door.

Once they were inside, the companions began to explore. They found many remains of dwarves and other creatures that had been locked in mortal combat. Bruenor was able to identify some of the dwarves by their armor, shields, or crests. Two such bodies he found were those of his father and his grandfather. After donning his grandfather's armor, Bruenor declared himself the eighth king of Mithral Hall. But unknown dangers lay both behind and ahead of the companions: Entreri the assassin and his party soon found the entrance, and the corridors of Mithral Hall now held the evil gray dwarves known as duergar as well as Shimmergloom, a shadow dragon.

While Entreri's party and the companions met in battle, a tremendous cave-in occurred, ending the fight and splitting up the heroes. Believing that Drizzt had been lost in the cave-in (he had fallen deep within the mountain along with Entreri), Bruenor turned to lead his remaining friends out of Mithral Hall, never to return. He felt the place was too evil, too far gone, to be retaken. This place was the source of his friends' suffering, and he would lead them from it.

Although Entreri was out of the picture, his minions continued to track the companions. Again the groups did battle, and into the midst of this conflict flew Shimmergloom.

Bruenor and Shimmergloom—the true ruler of Mithral Hall and the current impostor—faced off. They fought on a ledge, and Bruenor managed to force the dragon to take flight after he had driven it back. Leaping onto the shadow beast, Bruenor struck again and again at the dragon's back, and together the two fell to the bottom of a deep gorge.

Drizzt and Entreri found their way back to the action, and then the assassin made off with Regis. Believing their dwarven friend to be dead, the companions set off to rescue the halfling.

Through means unknown to him, Bruenor had survived the fall of Shimmergloom, but the dragon had not. Bruenor wandered the corridors of Mithral Hall, now inhabited by the duergar, for some time, searching for an escape route while trying to avoid discovery. Finally he managed to climb his way up a chimney to the grate that led to the surface. He dislodged the grate, but was too weak (from the poison of a spider's bite) to go farther. He passed out, hanging half out of the chimney.

After Bruenor was rescued from his precarious perch by Alustriel, she transported him to Longsaddle. There he was reunited with Catti-brie, who had remained behind to organize the forces that were gathering to help retake Mithral Hall. Drizzt and Wulfgar had gone ahead in pursuit of Entreri and Regis. With some magical assistance from Alustriel, Bruenor and his adopted daughter caught up to their friends just in time to save them from an attack by pirates.

Together again, the four journeyed south to the distant city of Calimport, Entreri's destination. And together, the heroes fought fierce battles and won the day, winning the freedom of their friend Regis.

Now free to return north, Bruenor led dwarves, barbarians, wizards, archers, and his friends in the reconquest of Mithral Hall, Bruenor's home and heritage. He then took his place as the rightful king of Mithral Hall.

His reign has been anything but peaceful, however; the drow of Menzoberranzan have twice assaulted his home. The first attack resulted in the death of Wulfgar, and was also the occasion when Bruenor had his right eye put out by an enemy's sword tip. After the second drow attack was repulsed, both his dear friend Drizzt and his adopted daughter Catti-brie left Mithral Hall for other locales.

Motivations/Goals: Now that Bruenor has fulfilled his lifelong ambition to retake Mithral Hall, he seems content to be its ruler and to continue to play his favorite role, that of a surly but good-hearted mentor to the dwarves who reside there.

Campaign Uses: Bruenor can be a valuable contact (and mentor) to a young dwarf or other PC. With his last batch of children having grown up, he may be looking for a new brood to watch over, advise, and grumble at.

If Bruenor is encountered before Mithral Hall has been retaken, accomplishing that task would be always be uppermost in his mind.

Sources: *The Crystal Shard, Streams of Silver, The Halfling's Gem, The Legacy, Starless Night, Siege of Darkness.*

Cadderly

Human male 20th-level priest of Deneir
ARMOR CLASS: 8
MOVE: 12
HIT POINTS: 80
THAC0: 8
NO. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 16, DEX 15, CON 15, INT 18, WIS 20, CHA 15

Spells: As the Chosen of Deneir, Cadderly has no need to pray for spells as most priests do. All he has to do is play the song of Deneir in his mind (see *Tome of Universal Harmony* under "Unique Abilities/Items" below), and the appropriate priest spell will be available. Cadderly has major access to all spheres; his lone limitation is that he can safely cast only 80 spell levels of magic in a day. If he casts a spell that causes him to exceed that limit, the spell works as desired, but he must make a system shock roll or become incapacitated by a blinding headache. Even after he recovers from the headache, he remains unable to acquire or cast any spell of greater than 4th level for a number of weeks equal to the excess spell levels he has used. While Cadderly is involved with the building of his cathedral to Deneir (see "Motivations/Goals" below), he uses no more than 75 spell levels each day.

Weapons of Proficiency: hand crossbow; bo stick (1d6/1d4; see *The Complete Fighter's Handbook,* pages 95 and 100); blowgun, barbed dart; quarterstaff; spindle-disk (1d3+1/1d4+1); 4 open. A spindle-disk looks like a yo-yo that is as big as a man's fist. The string connecting it to Cadderly's hand is 3 feet long. He can use the object as a weapon at melee range (speed factor 2); it will return to his hand automatically if it misses, and can be rewound manually if it hits (but its speed factor is 7 during a round in which it needs to be rewound). The weapon is made of hard crystal; if someone parries it with an edged weapon, there is a 10% chance that it will take a nick out of the blade (–1 to the weapon's damage thereafter).

Nonweapon Proficiencies: ancient history (various cultures); animal lore (flying squirrel); engineering; languages, ancient (several); reading/writing; religion (worship of Deneir); riding, land-based (horse); spellcraft.

Equipment: Cadderly is bound to the site of his new cathedral and will not be seen with any equipment other than his beige robes and pants, his leather boots, a broad-brimmed blue hat that has a gold and porcelain holy symbol of Deneir affixed to the front, and a small pouch and a writing kit at his belt.

In his adventuring days, Cadderly carried a ram-headed walking stick and had a hand crossbow at his side in a specially made holster. Across his chest was a bandolier containing bolts for the crossbow. On his left hand was a ring with a curious-looking small feather protruding from it. The top of the ring could be unscrewed and used as a dart from Cadderly's blowgun (see below). The inside of the ring contained a dose of drow sleep poison that coated the dart's head.

Magical Items: Cadderly's ram-headed walking stick is a multipurpose magical weapon. It can be used in melee combat as a *bo stick* +2, or he can remove the ram-head end and use the hollow stick as a blowgun. His bandolier holds a maximum of 16 unusual crossbow bolts: darts with a small vial of *oil of impact* inside each one, constructed so that the vial is crushed and the *oil* explodes when the dart hits a target. Each dart has a +3 attack bonus and a +9 damage bonus. Cadderly also has a tube with a *continual light* spell cast on the inside of it. An adjustable closure on one end of the tube allows him to focus the light into a narrow beam or expand it to brighten a large area.

Combat/Tactics: Cadderly never intended to become embroiled in combat as a priest of Deneir. His spindle-disks (which he crafted after reading about them in an old book) were originally intended for amusement, and his crossbow with the *oil of impact* darts was meant to be used more for blasting obstacles than for combat. The course of his adventures, however, made fighting a necessity.

When he fought, he preferred to let allies who had a better grasp of strategy and tactics do their thing. This is not to say that he was a coward. He could use his spindle-disks to disarm or incapacitate opponents, and against undead he did not hesitate to use his explosive darts. When he killed the evil priest Barjin with a dart, it was an accident, and one that preyed on Cadderly's mind for a long time.

As he got more experienced, Cadderly was forced more often to resort to melee weapons, such as his bo stick/blowgun. Eventually his connection with Deneir became so powerful that spells became his most potent weapon.

One of his benefits as the Chosen of Deneir is access to all Telepathic Sciences and Devotions (see Chapter 7, *The Complete Psionics Handbook).* He has 100 PSPs.

Allies/Companions: DANICA; Brother Chaunticleer; Ivan and Pikel Bouldershoulder; Percival. (Each of these last four characters is briefly described near the end of this entry.)

Foes/Enemies: During his lifetime, Cadderly has destroyed practically all of his foes (see "History" below). There is a good possibility, however, that surviving members of the group known as the Night Masks will learn that Cadderly was responsible for the destruction of an elite gang of their fellows.

The one foe who escaped was the imp Druzil, who served the wicked sorcerer Aballister and later the vampire Kierkan Rufo. He fled back to the lower planes when the Edificant Library was destroyed. Druzil has a head that looks like a dog's and he has psionic telepathic abilities (40 PSPs). Otherwise, he has all the normal characteristics of an imp (MM, page 201). One of the forms he can shapechange into is a centipede.

Appearance: Standing 6 feet tall and weighing a bit less than 200 pounds, Cadderly is a man in his mid-30's who looks considerably older than that. The beginnings of crow's feet can be seen around his striking gray eyes, and his curly brown hair is beginning to turn gray. He is handsome and has a sincere, warm smile. If he is angered, his glare can be unrelenting.

Personality: As he was growing up in the Edificant Library, Cadderly was a likable young man who was intensely curious about life, living, and things unusual. He was not particularly interested in learning spells or combat techniques, although he was skilled at wrestling.

Now Cadderly is a changed person. He is so serious about being the Chosen of Deneir that he has made it his foremost commitment, greater even than that to his beloved Danica. He is still warm and gentle, and horrified by death and destruction, although his experiences have tempered this trait. For example, while he had nightmares about killing the priest who unleashed the chaos curse, he does not give the death of his father or the destruction of the vampire Kierkan Rufo a second thought.

Cadderly believes in justice tempered with mercy, as evidenced by when the wizardess Dorigen was helpless before him. She had caused great destruction and his friends urged him to kill her, but the young priest could not. He broke her fingers with his walking stick instead, so that she could not cast spells.

Only the threat of the most potent evil can distract Cadderly from his task of completing the Spirit Soaring (the name he has chosen for the new cathedral). He works hard at it and does not say much.

Those who are evil or who have evil intentions, however, will be noticed. One of Cadderly's abilities is to see images on

the shoulders of people; these images replicate the thoughts and desires of their "owner." Hence an assassin will be seen as having devilish, snapping beings with dripping, wicked black claws. A man who is thinking about his beloved wife will be seen as having an image of a happy lady cuddling their child.

Even though he is focused on his project, Cadderly probably can be distracted by someone who has an interesting mechanical device of some sort. In his younger days, he was always intrigued by contraptions.

He would probably also open up to any suggestions from someone with an engineering proficiency (ideas for how to improve the design of the cathedral) or a character with a talent in art (tips on decor for the cathedral's interior).

Locales Frequented: Throughout his lifetime, Cadderly has remained in the region of the Snowflake Mountains. He was raised in the Edificant Library, in the foothills of those mountains. He has been in Shilmista Forest on the western side of the mountains, and for a while he resided in Carradoon.

History: Cadderly is the son of Aballister Bonaduce, a poor father who was a failure and a murderer (of his own wife). When Cadderly was very young, Aballister left him at the Edificant Library in the care of the priests of Deneir and Oghma. Cadderly grew up as a happy, bright lad, full of curiosity. When he was in his early 20's, he began a long adventure that culminated in his becoming the Chosen of Deneir.

It started when Aballister, now a mage, joined the wicked forces at Castle Trinity who conspired to take over the elven woods of Shilmista Forest and the human settlement of Carradoon. With the help of his imp familiar Druzil, he collected the ingredients for a cursed potion known as "the Most Fatal Horror." The cleric Barjin, the most powerful leader of Castle Trinity, claimed the right to unleash the curse. He made his way to the catacombs of the Edificant Library and charmed young Cadderly into opening the container that contained the cursed potion. This caused an imperceptible red mist to seep upward, and it affected all of the library's residents and visitors, causing them to indulge in their most audacious fantasies. It took the combined efforts of Cadderly, Danica, the Bouldershoulder brothers, and a heroic druid to destroy Barjin and a host of undead that he had summoned to guard the cursed bottle. The bottle was neutralized by immersing it in holy water and warding it against further intrusion.

With the death of Barjin, the ogrillon chieftain Ragnor of Castle Trinity assumed power and commenced war against the elves of the Shilmista. Prince Elbereth of the elves came to the Edificant Library for help. Cadderly, Danica, and Kierkan Rufo—a student at the Library like Cadderly, but also Cadderly's rival—accompanied him back to the forest. Despite problems caused by Rufo and the meddling of Dorigen, a wizardess associate of Aballister, Cadderly discovered an ancient elven secret that awoke the trees of the forest and added them to the battle ranks of the elves. Against such foes, the combined forces of goblins, bugbears, ogres, and giants had no chance, and their chieftain was slain. So also was the elven king, and Elbereth became the new leader of the Shilmista elves. (See Danica's entry for some details on Elbereth.) Cadderly was horrified at the wanton destruction in this war, and became a recluse in Carradoon, where he could study the *Tome of Universal Harmony.*

The destruction of the mighty forces of Castle Trinity enraged Aballister, who had now assumed the leadership of the castle. He retained the services of the Night Masks, a group of infamous thieves and assassins. They sent a gang of twenty thugs to kill Cadderly, headed by a small effeminate assassin named Ghost. He possessed the powerful *Ghearufu,* a magical device that enabled him to switch souls with someone else. Ghost tried to use the device on Danica, hoping to kill Cadderly while in her body, but she had the mental strength to resist it, and it took all of Cadderly's cunning and Deneir-given ability to destroy Ghost. This adventure was when Cadderly and Danica became lovers, and when he accepted his fate as the Chosen of Deneir. Once again, however, Rufo betrayed Cadderly, and Rufo was branded with the mark of Deneir.

The next step was to take on Aballister himself. With Danica, the Bouldershoulder brothers, and others, Cadderly went back into the Snowflake Mountains. His first task was to destroy the evil *Ghearufu,* which he had learned could only be done by dragon fire. He was able to awaken and befriend (through some hefty magic) an ancient red dragon, who did as Cadderly asked. Cadderly and his friends then made their way to Castle Trinity, where Aballister was destroyed after the heroes evaded numerous traps and battles with the evil minions of the lair.

The imp Druzil had escaped from Castle Trinity, however, and he found the disgraced Kierkan Rufo. Druzil suggested that the mark of Deneir could be removed if Rufo could recover the Most Fatal Horror from the catacombs of the Edificant Library. Kierkan did so—but then, to Druzil's dismay, he drank it down. The full power of the chaos curse manifested itself in Kierkan Rufo, who died and then arose as a great vampire. He went on a rampage and took over the Edificant Library, turning most of the priests into servant vampires or zombies, and the place was thoroughly desecrated.

Cadderly and his friends came back to a very different Library, and it took numerous assaults to defeat the undead. Eventually, through the resourcefulness of the Bouldershoulder brothers, they were able to expose Rufo to the open sun and destroy him for good. Victory had not come cheaply—all but one of the Edificant Library's priests had perished. Cadderly was faced with a choice between devoting himself to building a new cathedral or living out a normal life with his beloved Danica. He chose to dedicate himself to Deneir.

Motivations/Goals: Cadderly is focused on only one goal—the construction of a magical cathedral devoted to Deneir. Nothing can move him from this purpose. As originally planned, it would have taken him five years to complete this

task, but he has discovered that each year of labor takes causes him to age several years physically. As a result, his work has slowed—but not his enthusiasm. It is possible that physically he will be 100 years old by the time he completes the project.

Campaign Uses: Interaction with an NPC who is practically a demipower and is consumed with a nonadventuring project presents its challenges, but adventure possibilities do exist.

For instance (as suggested above in "Foes/Enemies"), the Night Masks were angered by the destruction of the gang that Aballister hired to destroy Cadderly. Exploration of the ruins of Castle Trinity and inquiries in Carradoon have revealed that Cadderly and his companions were responsible. A large band of assassins descends upon Carradoon, bent on revenge. If the PCs happen to be there at the time . . .

Or: As Cadderly pours more of his body and soul into building his cathedral, he ages more and more. Danica wishes to marry Cadderly, but he will not agree to do so until the cathedral is built, and she fears that he will not survive completion of the task. She entreats the PCs to find (or find the ingredients for) longevity potions so that Cadderly's life can be extended. Many of the books of the old Edificant Library were recovered after its destruction, and perhaps some of them contain clues on where such potions might be found.

Sources: *Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, The Chaos Curse.*

Brother Chaunticleer (NG hm P9): A middle-aged priest of Deneir who sings in a fine baritone voice, Brother Chaunticleer is remarkable in that he is the only surviving priest of the old Edificant Library. While vampires and zombies rampaged throughout the halls and attics, he barricaded himself in his room and sang hymns to Deneir continuously. This acted as a *protection from evil* spell, and was the only thing that saved him from certain destruction.

Ivan Bouldershoulder (NG dm F8): Formerly a cook in the Edificant Library, Ivan resumed his fighting career during the course of Cadderly's adventures. He is a squat, square-shouldered mountain dwarf with yellow beard and hair. In battle he wears a set of ring mail armor with a breastplate, and a helm festooned with deer antlers. He prefers to use a battle axe (with which he is specialized), but has been known to use a "dwarven bow" (a hammer specially balanced for long-range throwing), his heavy boots, his helmet (in a head-butting maneuver), a frying pan, or his teeth. In addition to his awesome fighting abilities, he is an accomplished engineer and blacksmith. In Cadderly's earlier days, Ivan built complex devices (such as the hand crossbow) for the young priest. Ivan will always try to figure a way around a problem. In the fight with the vampire Kierkan Rufo, for example, he used the bellows from his forge to capture the vampire's gaseous form.

Pikel Bouldershoulder (N dm D5/F5): Pikel is perhaps the only dwarven druid known in Faerûn. He is about the same size as his brother Ivan, but is more round-shouldered. His hair and beard are dyed green, and his beard is parted in the middle and pulled back over his ears and braided. He wears a set of ring mail armor, and sports a cooking pot as a helm and sandals on his feet. His one weapon is a 4-foot-long polished smooth bark tree limb. At its widest end it is 1 foot in diameter, and there are leather loops at the narrow end and at various intervals so Pikel can use it in a variety of ways in battle. One of his favorite tactics is to whirl around in a circle to take out numerous enemies, although this often makes him so dizzy that he falls down. For fighting undead, Pikel has a waterskin with a nozzle on it, and he thoroughly enjoys squirting holy water on them.

Percival (AC 7, HD 1–1, THAC0 20, #AT 2, Dmg 1/1): Percival is a white flying squirrel with keen intelligence. He is perhaps Cadderly's best friend and has been known to seek out him or his companions and run around screeching when there is danger.

Unique Abilities/Items

Tome of Universal Harmony: This is the holiest of books of Deneir, and can be understood only by the one cleric whom that deity has chosen as his disciple. It is filled with mysterious runes, only one or two of which per page can be deciphered. The Chosen, however, is able to get in touch with the runes' rhythms and determine that they are one song. It is through the learning and study of the song that the Chosen can learn a full panoply of spells. This work is handed down from the current Chosen of Deneir to the next one, once the current disciple realizes that he or she will soon die. In Cadderly's case, the *Tome* was given to him by Headmistress Pertelope of the Edificant Library. Anyone who tries to read the *Tome* must make a system shock roll or pass out for an hour. If the first roll is successful, the reader can try to study the *Tome.* The *Tome* will either be too mysterious to understand (if an Intelligence check fails), or the reader can go on. If he goes on and makes fifty straight system shock rolls, he will be the next Chosen of Deneir. If he fails any one of them, he dies.

Powers of the Chosen: Besides being able to turn undead as a 20th-level cleric, Cadderly can destroy any form of undead by applying his holy symbol to the undead's forehead. He also can brand any hopelessly evil person with his holy symbol. This leaves an indelible mark of Deneir on the branded one's forehead, and all persons (except extremely evil ones) will shun that person and offer him no aid.

Cadderly cannot be drained of energy levels by undead or spells or items that replicate this effect.

Finally, the Chosen of Deneir can partially shapechange into one animal form. This animal must be one that he has had some affinity with during his early years. In Cadderly's case, he can take the partial form of a white flying squirrel. His arms and legs become white, furry, clawed limbs that allow him to climb up or down walls with ease, travel along tightropes, and glide to the ground from as high as 50 feet with no damage.

Caledan Caldorien

Human male 9th-level bard
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 43
THAC0: 16
No. OF ATTACKS: 1
ALIGNMENT: Chaotic good
STR 15, DEX 17, CON 16, INT 13, WIS 14, CHA 12

Spells (3/3/2): 1st— *armor, dancing lights, sleep;* 2nd— *knock, levitate, mirror image;* 3rd— *dispel magic, slow.*

Weapons of Proficiency: long sword; dagger (thrown and wielded); long bow, flight arrow.

Bard Abilities: CW 80, DN 60, PP 45, RL 45.

Nonweapon Proficiencies: animal handling (horse); musical instrument (baliset [similar to a lute] and reed pipes); riding, land-based (horse); singing; 3 open.

Equipment: Standard adventuring gear plus instruments listed above.

Magical Items: Caledan may still possess a *Harper pin**.

Combat/Tactics: Caledan prefers to soften up his foes with missile weapons, most often daggers drawn and thrown from various hidden spots on his person.

Allies/Companions: MARI AL'MAREN; the Fellowship of the Dreaming Dragon: Estah (haf C5), Tyveris (hm F5), Ferret (hm T7), and Morhion (hm M9); and his son Kellen.

Foes/Enemies: Any foes of the Harpers.

Appearance: Six feet tall and bony, Caledan looks like the veteran of many battles and adventures that he is. He dresses in a midnight blue cloak over his worn, black gear and slate blue tunic. He has green eyes, dark hair, and angular, almost wolfish features.

Personality: He prefers the life of an adventurer—rough but simple, just like he is—to a sedentary lifestyle. He can be cold and sarcastic, but also has a soft side that he seldom shows.

Locales Frequented: Iriaebor, or where the Harpers and Mari take him.

History: Caledan has a long history with the Harpers. He was once a part of the adventuring band known as the Fellowship of the Dreaming Dragon until the death of his love, Kera, at the hands of a Zhentarim named Ravendas caused him to turn from the Harpers and wander alone for several years.

Mari found him in Iriaebor, at a time when the city had fallen to a Zhentarim force led by Ravendas. It is also at this time that Caledan learns of the existence of his son, Kellen, who is being held prisoner by Ravendas.

With help from Caledan's former adventuring companions, he and Mari rescued Kellen and uncovered a Zhentarim plot to find the crypt of the Shadowking and release that heinous monster from his imprisonment. Caledan was able to use his shadow magic* to defeat the Shadowking before the crypt collapsed.

Two and a half years later, Caledan noticed something going wrong within him. Fearing for the safety of those he cared for, he fled. Mari, Kellen, and other friends followed him, learning along the way that Caledan's shadow magic was changing him into a new Shadowking to replace the one he had killed.

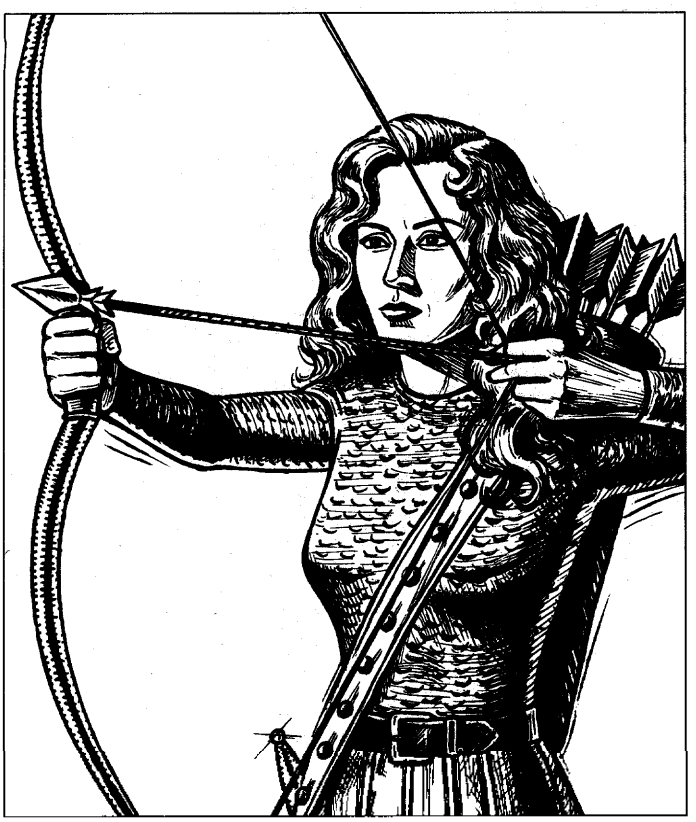
His friends reached him just as the transformation was finishing. They were able to kill the newborn Shadowking, but, they feared, at the cost of the life of their friend. Fortunately, the monster's form had not completely subsumed Caledan's, and he emerged alive from within the dead Shadowking's body.

While Caledan is now safe from the threat of the Shadowking, the same cannot be said for his young son Kellen. He seems to have inherited much of his father's musical skill, and shadow magic tends to run in families.

Motivations/Goals: Caledan's primary goal is to protect his son from becoming the next Shadowking. He may search out PC groups who can follow up on potential leads for him.

Campaign Uses: The PCs are most likely to meet Caledan when he is in pursuit of the above goal. He would pay large sums for any cures or even hints that his son may be able to avoid the fate of other users of shadow magic.

Sources: *Crypt of the Shadowking, Curse of the Shadowmage, The Code of the Harpers.*



Catti-brie

Human female 6th-level fighter
ARMOR CLASS: 2
MOVE: 12
HIT POINTS: 42
THAC0: 15
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic good
STR 12, DEX 16, CON 15, INT 14, WIS 16, CHA 17

Weapons of Proficiency: dagger; long bow (specialized); long sword; short sword.

Nonweapon Proficiencies: cooking; endurance; riding, land-based (horse); survival (arctic climate); 3 open.

Equipment: elven chain mail, standard adventuring gear.

Magical Items: a *long bow +3* with a quiver that never runs out of *flight arrows +1;* a *dagger +1* (balanced to be thrown with a +3 bonus).

Combat/Tactics: Ever since Catti-brie acquired them, she has fought almost exclusively with her enchanted bow and limitless supply of arrows. She is not hesitant to mix it up in melee, though. She usually fights with a long sword, but many a foe has had to face her throwing dagger before reaching her.

Allies/Companions: DRIZZT; BRUENOR; REGIS; WULFGAR.

Foes/Enemies: Those who harm her friends.

Appearance: Catti-brie is in her late 30's at the present time, of average height and weight. Her long, curly, auburn hair and deep blue eyes have transfixed many a man.

Personality: Though quite competent in battle, Catti-brie's heart lies in the home. She places far more value on people and feelings than she does on material possessions. By her thinking, life's real struggles are the internal ones.

With a zest for living that only enhances her beauty, Catti-brie is more than just the attractive mascot of a group of adventurers. She now understands tragedy and the harsh realities the world can inflict, but she firmly refuses to give up her optimism.

Locales Frequented: Mithral Hall (in earlier times).

History: Catti-brie's mother died in childbirth, and her father moved with his daughter to Termalaine, one of the Ten Towns. For three years, he was quite successful—but then a goblin ended the man's life. All of Termalaine might have fallen to a goblin onslaught but for the dwarves of clan Battlehammer rushing from their valley to turn back the horde. Bruenor himself saved the orphan girl from death. When the smoke cleared, he claimed the orphan as his adopted daughter.

Catti-brie has no memories of the time before Bruenor took her in, but she had a pleasant childhood with the dwarves. During the five years that Wulfgar spent in Bruenor's service, she helped him to break the bonds of his barbarian upbringing and bring out the compassion and intelligence that was inside him. She may not have realized it then, but she was falling in love with him. The bond between them continued to grow stronger as they traveled from the cold passageways of Mithral Hall to the hot southern city of Calimport to rescue the halfling Regis from the pasha who had ordered his kidnapping.

But then tragedy struck their relationship when drow seeking the death of Drizzt attacked Mithral Hall, and Wulfgar succumbed during one of the battles.

Later, when she learned that Drizzt planned to return to his home of Menzoberranzan to put an end to the drow's interference in his life, Catti-brie followed him—determined not to lose another friend. The two of them, along with the assassin Artemis Entreri, dealt the drow of that city a terrible blow.

This only seemed to incite the drow, however, and they retaliated against Mithral Hall in massive numbers. It took the might of all the heroes and their allies to defeat them.

With Mithral Hall apparently secure at last, Catti-brie decided to explore the world, and Drizzt accompanied her.

Motivations/Goals: Catti-brie's motivations are simple: she wants the people she cares for to be happy.

Campaign Uses: Catti-brie's present whereabouts are not known at this time, and this can be a benefit in using her in a campaign. She could be anywhere—including wherever the PCs are destined to go during their next adventure.

Sources: *The Crystal Shard, Streams of Silver, The Halfling's Gem, The Legacy, Starless Night, Siege of Darkness.*

Danica

Human female 11th-level fighter
ARMOR CLASS: 4
MOVE: 12
HIT POINTS: 75
THAC0: 10
No. OF ATTACKS: 4 (thrown dagger)
or 2 (wielded dagger) or 3/2 (any other weapon)
ALIGNMENT: Lawful good
STR 18/33, DEX 18, CON 17, INT 13, WIS 14, CHA 16

Weapons of Proficiency: Danica has received extensive training in all forms of weaponry as well as her martial arts. Accordingly, she can use any weapon with no penalty for nonproficiency. She is a specialist with the dagger as a thrown weapon.

Her dedicated study of the teachings of the ancient Grandmaster Penpahg D'Ahn have put her on an unrivaled plane of achievement in unarmed combat. Her skills can be defined in various ways, depending on the resources available.

Player's Handbook: Table 58 can be used with the following modifications: Unless Danica is wrestling for competition (something she does with the priests of Oghma), only the punch descriptions apply for her—in effect, she "punches" with her feet—but damage and %KO figures should be tripled (and her Strength gives her an extra +3 to damage on every hit). In any episode of unarmed combat, Danica will kick roughly 50% of the time. When she uses her fists, damage and %KO figures are only doubled.

PLAYER'S OPTION™ Combat & Tactics: Danica is proficient in all four martial arts fighting styles (p. 95), and is a master in Style B (kicks). Some of her open nonweapon proficiency slots could be filled with martial arts talents (p. 98), particularly flying kick, backward kick, and crushing blow.

The Complete Ninja's Handbook: Danica's martial arts style does not precisely fit any of the traditional ones. Hers is unique, and includes the following special maneuvers: Block 1,2,4; Kick 1,2,3; Lock 3; Movement 1,2,3,4,5; Strike 1,2,3; Throw 1,2,3,4; Mental and Physical Training 1,2,3,6.

Nonweapon Proficiencies: blind-fighting; reading/writing; running; tumbling; 4 open.

Equipment: Whenever adventuring, Danica travels lightly with no more than she absolutely needs. She wears soft boots, each one with a specially crafted sheath that holds one of her daggers.

Magical Items: Danica owns two crystal-bladed *daggers* +3 that have been enchanted by a *glassteel* spell. One has a hilt of gold that is twisted into the form of a tiger's head, and the other has a silver hilt with an image of a dragon.

Combat/Tactics: In combat Danica is occasionally reckless, charging forward with abandon. Sometimes she laughs and shrieks, "There are only ten of them!" or something similar. It is unknown whether this is to embolden herself or to unnerve her enemies (or perhaps both). What is certain is that she can throw her enchanted daggers on the run and then get embroiled in melee with a whirling array of circle kicks, high kicks, back kicks, elbow smashes, and forceful hacks with the heels and sides of her hands. She can jab a finger into the limb of an opponent and paralyze it. Using her hands and feet is her preferred mode of combat, but against more powerful opponents, such as undead, she uses her enchanted glassteel daggers. Even if prone, she can lash out with a vicious kick (no penalty on her attack roll) and spring to her feet in a flash.

Foes using ranged weapons against her can get frustrated, as she can easily slap aside arrows, bolts, spears, and other missiles as long as she can see them coming. (In doing so, she gives up one of her attacks that round, and each missile parry requires her to make a saving throw vs. paralyzation to be successful.)

It cannot be overstressed that Danica can use any weapon with no penalty. Even though she had not picked up a crossbow in many months, she was able to sink a bolt into the base of the neck of a fleeing Night Masks assassin while he was riding away at full speed in the dark.

Allies/Companions: CADDERLY; the Bouldershoulder brothers (see Cadderly's entry); Shayleigh; Elbereth. (The end of this entry has more information on Shayleigh and Elbereth.)

Foes/Enemies: Most of Danica's foes were eliminated in the series of adventures that she had with Cadderly. Her only

known remaining foes are the Night Masks and the imp Druzil (see Cadderly's entry for details).

Appearance: Danica has an unruly mop of strawberry blonde hair and soft brown almond-shaped eyes, the heritage of her oriental mother. She has a merry, twinkling smile. Standing only 5 feet tall and weighing just 100 pounds, she does not appear much of a threat. Those who have failed to notice her well-toned muscles have discovered otherwise.

Personality: Danica is an interesting personality mix. She is quite rigid and lawful, as she must be to follow the disciplined training of Grandmaster Penpagh D'Ahn. And she absolutely loathes things that are evil, yet she also has a strong streak of independence and ruthlessness. It was Danica who urged Cadderly to kill the sorceress Dorigen when she was down and helpless, and who was upset when Cadderly did not do so.

She wants to be loved by Cadderly as much as she loves him. Although she is physically attracted to him, she loves him most not for his appearance, but for the warmth of his heart and the truth of his soul. Unfortunately for her, it is those same qualities that have prompted Cadderly to devote his life to building his cathedral. He has elected to serve his deity before all other goals, including her. She respects his decision, but nonetheless feels a grievous sense of loss in her own life.

If someone can befriend Danica, he will find no one more loyal or trusting. But she expects the same loyalty in return, and will deck a double-crosser without a second thought.

Danica begins each morning with a series of stretching exercises and meditative techniques that clears her mind. If someone needs a shave, she can pull out her twin *glassteel* daggers and whirl about in a series of fast, whipping motions that neatly slices off all stubble without a trace of bleeding.

She has mixed feelings about the use of magic. Any magic that is used to control another being absolutely horrifies her. On the other hand, when Cadderly cast *wind walk* on her, she found the experience exhilarating and laughed like a schoolgirl. Someone who offers to cast a *fly* spell or similar magic on Danica could gain her favor quickly. Someone who gives her a magical item that enables her to fly could win a friend for life.

Locales Frequented: Having lived in Westgate for many years, Danica is familiar with most of the areas of that large city. She has some knowledge of the area between Westgate and the Snowflake Mountains, from when she passed through it en route to the Edificant Library. Like Cadderly, she has frequented the Shilmista Forest and has been in Carradoon.

History: Danica Maupoissant was born in Westgate. Her mother was from the far-off eastern land of Tabot where the people have almond-shaped eyes and ways that seem strange to those who live in Faerûn. Danica had a happy early childhood, but when she was twelve years old, her parents sent her to become an apprentice to a potter who also hailed from Tabot. A year later, Danica's parents were assassinated by the Night Masks, a guild of thieves and killers. Her mentor told her the truth: Her father had refused to give in to threats of violence if he did not share the secrets of his trade with the evil guild members, and as a result, Danica had been removed from the household to ensure her safety. Her mentor then started Danica on her true apprenticeship—to learn the meditative, physical, and combative arts of Grandmaster Penpagh D'Ahn. Danica threw herself into these efforts.

Her studies led her to the Edificant Library in the Snowflake Mountains, where some of the ancient scrolls of the legendary master were stored. There she met and fell in love with Cadderly, a young, handsome scholar. She also met the brooding Kierkan Rufo, another cleric of the order of Deneir who desired Danica for himself.

Her meditative and physical disciplines helped her through her many adventures with Cadderly and their companions. Once she began to understand the nature of the chaos curse that permeated the Edificant Library, she went into deep meditation and defeated it. On another occasion, the Night Masks assassin Ghost attempted to take over her body through the use of the *Gheurufu,* a magical device that enabled him to switch souls with someone else. It was through this device that he planned to possess the body of someone more powerful, kill his victim, and then return to his own body. Danica's iron will successfully resisted the pull of the evil artifact, something that previously had only been done by wizards of tremendous mental might. And when Kierkan Rufo was transformed into a vampire and captured her, Danica put her body into a state of physical suspension that fooled him into thinking that she had died.

When Kierkan was finally destroyed, Cadderly was overjoyed to find her alive, and she looked forward to settling down with him. But her lover had decided that he was firmly committed to building a new cathedral on the site of the old Edificant Library—a task that would take several years and would age him so severely that it was doubtful whether he would be able to preside at the first service. Danica wondered to herself, in a rare moment of self-pity after she learned about this, if her eyes would ever again be free of tears.

Motivations/Goals: Prior to the destruction of the Edificant Library, Danica was torn between the twin goals of furthering her studies of Grandmaster Penpagh D'Ahn and making a life with Cadderly. When Cadderly dedicated his life to the construction of his cathedral for Deneir, her goal reluctantly shifted to supporting him as best she can. If Cadderly dies before she does, she will probably throw herself back into her studies to blot out the pain.

Campaign Uses: Although she is a melancholy figure, Danica is also uniquely remarkable, able to influence the lives of PCs in many possible ways. Two of these possibilities are given below, and others can be found in Cadderly's entry.

A campaign that uses the optional rules for training can feature Danica as an instructor in the use of any weapon known, especially an unusual one from far away. She also could be used as a trainer of martial arts. Teaching others how to fight should

be a good diversion for Danica, and presents interesting possibilities for role-playing.

One possible adventure idea concerns a scroll that was taken by unknown means from the ruins of the Edificant Library. The fact of its existence has come to light, along with the fact that it contains a reference to further teachings of Grandmaster Penpahg D'Ahn. The problem is that the scroll is rumored to be far away, kept as part of a treasure hoard guarded by a powerful enemy. Danica is determined to find it, but she knows she needs companionship in the effort, because she cannot expect to recover this priceless treasure by herself.

Sources: *Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, The Chaos Curse.*

Unique Abilities

As a student of Grandmaster Penpahg D'Ahn, Danica has developed several unique abilities. Her ability to discern small movements allows her to sense the presence of invisible beings (50% chance). Her ability to concentrate, combined with her high Dexterity, enables her to find and remove traps, like a thief, with a 70% chance of success. With another successful roll, she can reset the trap.

Danica can put herself into a meditative trance. Once she has been in uninterrupted contemplation for at least four hours, she can view things as if she has cast a *true seeing* spell. This lasts for two hours.

Her meditative power also allows her to control her body's bleeding and reactions to wounds. Indeed, she can cure 3d6 hit points of damage to herself once a day.

Finally, she can put herself into a state of physical suspension for up to eight hours. To practically any observer, it appears that she is dead, since no respiration, pulse, or heartbeat can be detected. Except for the extended duration, this effect is the same as that of a *feign death* spell.

Shayleigh (CG ef R8): Shayleigh is a gorgeous (Cha 17) warrior with golden hair and violet eyes. She shoots an *elven long bow* +3 equipped with *arrows* +2 and also carries a razor-sharp *short sword* +1. Few can match her courage; she fought like a lioness in the battles in Shilmista Forest against those who wanted to occupy the elves' homeland. She also single-handedly destroyed Dean Thobicus of the Edificant Library after he had been turned into a vampire slave of Kierkan Rufo. Shayleigh is like a sister to Danica, and her ability to go into what she refers to as "reverie" (a form of meditation she uses in place of sleep) is something that Danica would like to learn.

Elbereth (NG em F10): Elbereth is the king of the elves of Shilmista Forest. He is fearless in battle and quite skilled with long sword and longbow. He can shoot from horseback nearly as well as on foot, and he wields his long sword (a *long sword of sharpness* +3 that glows with a blue flame along the blade) with a vengeance against enemies of the elves.

Danilo Thann

Human male 13th level bard
(Formerly 9th-level mage, 3rd-level fighter)
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 60
THAC0: 14
NO. OF ATTACKS: 2 or 1
ALIGNMENT: Chaotic good (neutral tendencies)
STR 16, DEX 17, CON 15, INT 18, WIS 16, CHA 18

Spells (3/3/3/2/1 as bard plus 4/3/3/2/1 as mage): 1st— *affect normal fires, alarm, audible glamer, cantrip, change self, dancing lights, enlarge, grease, jump, message, phantasmal force, unseen servant;* 2nd— *detect invisibility, ESP, fool's gold, levitate, magic mouth, misdirection, rope trick, whispering wind;* 3rd— *clairaudience, clairvoyance, dispel magic, gust of wind, illusionary script, item, suggestion;* 4th— *charm monster, emotion* (friendship, happiness, and hope only), *enchanted weapon, magic mirror, hallucinutory terrain;* 5th— *advanced illusion, telekinesis, teleport.*

Note: Danilo's *charm monster* spell is a special *elfsong* variant that can charm even a dragon. The performance of *elfsong* constitutes the verbal and somatic component of the spell, and the casting also requires a musical instrument to accompany the singing. His *enchanted weapon* spell only allows Danilo to teach

an already magical sword a song to sing while it is swung in battle. Typically this is a ribald ballad.

(Feel free to add spells from other sources to Danilo's repertoire as long as they are primarily noncombative and capable of getting a good laugh at a party, such as a nondamaging version of *Snilloc's snowball* from the *FORGOTTEN REALMS Adventures* book).

Weapons of Proficiency: long sword; dagger; long bow, flight arrow.

Bard Abilities: CW 60; DN 75; PP 85; RL 70.

Nonweapon Proficiencies: cooking; dancing; etiquette; gaming; heraldry; herbalism; musical instrument (harp, lute); riding, land-based (horse); reading/writing; singing; 12 open.

Equipment: Generally, Danilo Thann is bedecked in fine clothing with a sword at his hip and a dagger in one boot.

Magical Items: *Harper pin** and *Lords' Effects**, plus the following items:

Bag of Holding: This green leather bag is the largest variety of a *bag of holding,* and it contains a myriad of items, such as his spellbooks, numerous items of clothing (all very well made and expensive), a snuffbox, three ornate silver flasks (containing brandy, Rivengut, and Moonshae Moonshine), pairs of dice (one pair loaded), jewelry and other accessories that would complement any outfit known on Toril, snares, several vials that speed healing or counteract poison, writing paper and ink to compose songs, herbs for cooking, cooking wine, and much, much more.

The Singing Sword: Danilo owns a *long sword* +2 that was originally enchanted to sing a Turmish battle song to inspire others and negate the magical singing of creatures such as harpies and sirens. Danilo changed the enchantment so that the sword now sings a very ribald ballad about a knight and his enchanted lance. One of the bard's favorite tricks is to loan the sword to the best fighter in the group (usually someone very strait-laced, such as Elaith) and enjoy the look on his face as he fights horrible creatures while the sword bursts out with several verses of this lurid ditty.

Combat/Tactics: A capable swordsman, Danilo fights with two weapons (sword and dagger) if hard pressed; otherwise, he fights with only the sword. While he is certainly proficient with it, he is not specialized or a master duelist by any means. He has proficiency with a longbow, but he rarely carries one. Although not a coward, Danilo certainly will not hesitate to let other more capable fighters carry the day, but against close odds he will pull his own weight. Oddly, although he knows many different spells, none of them are remarkably offensive, and he rarely uses spells during combat.

Allies/Companions: ARILYN MOONBLADE; Elaith "The Serpent" Craulnober; Vartain of Calimport; Morgalla the Mirthful; Wyn Ashgrove. (More information about the last four of these individuals is given at the end of this entry.)

Foes/Enemies: As both a Harper and a Lord of Waterdeep, Danilo shares all the enemies of the City of Splendors and those of the Harpers. This includes the Zhentarim, the Knights of the Shield, and all other cults and factions who have something to gain by the fall of the current government or who have interests that the Harpers wish to forestall.

Appearance: Danilo is about 30 years old, of average build, and stands 6 feet tall. He has well-styled flaxen hair, mocking gray eyes, and a strong tenor voice. Except under the most arduous of circumstances, he is always well dressed in the richest of clothes. At parties he is bedecked with lots of jewelry and the latest of fashion. At his hip is a sword and a green leather bag (see "Magical Items" above), and a dagger is in his boot. Hidden under his tunic, pinned to his shirt, is a Harper pin.

Personality: Danilo has a strong sense of humor and always wants to get the most out of life. Even in the most serious moments of peril, he can often be mischievous and let his tongue run away with puns and jokes. To many, he is nothing more than a foppish ne'er-do-well. This is exactly what he hopes they will believe. In truth, he is a good-hearted and skilled adventurer, and he tries to bring out the best in people and encourage teamwork. It was this trait that convinced the Lords of Waterdeep to offer Danilo a place among them.

Most of the time when he is in public or in the company of strangers, Danilo passes himself off as a dandy with a charming smile, a pleasant laugh, and a quick wit. He is good with puns, at making pleasantries with the opposite sex, at singing in his fine tenor voice, and having an all-around good time. On social occasions he is easily the life of the party. This cover has suited him (and the Harpers) well; it was some time before even the perceptive Arilyn Moonblade realized that Danilo was something more than what he was putting on. Danilo has a keen mind and an excellent memory, even for small details glimpsed quickly and in dangerous moments.

Locales Frequented: Danilo has been to most parts of the Realms west of and including Cormyr. In Waterdeep he is often seen at the Broken Lance Inn, Blackstaff Tower, the Elfstone Tavern (where most non-elves are not that welcome), Halambar's Lute Shop (where bards and other musically inclined adventurers register), and Mother Tathlorn's House of Pleasure and Healing. Other places he has frequented include Evereska, Sundabar, and Silverymoon. In Suzail, he has visited the Society of Stalwart Adventurers, and it was in this city during the Time of Troubles that one of his spells backfired and he accidentally changed the features of the butler Uther into a horrific-looking creature. Danilo paid a pretty penny for this mishap.

History: Sixth son of a wealthy merchant family with vast holdings north of Waterdeep, Danilo is the nephew of KHELBEN "BLACKSTAFF" ARUNSUN. He began his study of magic under this famous mage of Waterdeep when he was twelve years old, at which time his family entrusted him to the care of Khelben in hopes of refining his skills and focus-

ing and channeling his youthful enthusiasm. During his childhood and adolescence, Danilo received education and training in a variety of disciplines (which accounts in part for his having gained levels in two other classes prior to becoming a bard). One "discipline" he has pursued continually is his study of women, and he has become an expert in separating members of the other sex from their secrets.

Secretly, Danilo was used as an informant and spy for the Harpers, with most of his missions coming directly from Khelben himself. After helping Arilyn Moonblade discover the identity of the infamous "Harper Assassin," Danilo was made a member of the Harpers. For two years he and Arilyn worked together as partners, and they were last together in Tethyr. When an assassin's guild marked Danilo as a target, however, Arilyn forced him to teleport back to Waterdeep.

When he arrived, he was given a new mission by Khelben: to uncover a plot that had changed all of the ballads and songs sung by bards. Simultaneously, many different bad things were happening to Waterdeep, including the disappearance of several of the Lords, crop failures, and mysterious shipping losses. Also, a challenge to all bards, in the form of a riddle, had been issued by an ancient green dragon, and it was feared that the bards of the Realms would fail in this challenge and die.

With the aid of several companions (an unlikely adventuring group called Music and Mayhem), Danilo succeeded in discovering that the culprit behind all the disruption was one Iriador Wintermist, a disgruntled half-elven bard who had talked a dragon out of an ancient elven artifact called the *Morninglark.* The magical music of this artifact was the cause behind everything going wrong, and it was up to Music and Mayhem to stop the half-elf. After solving an extraordinarily complex riddle stolen from the dragon, Danilo and his companions were able to get the *Morninglark* and sing the *elfsong* spell that dispelled all the chaos that Iriador had caused.

Following this accomplishment, his uncle offered Danilo one of the fifteen seats belonging to the secret Lords of Waterdeep. Danilo accepted, and to this day he is one of the City of Splendor's undisclosed rulers.

Motivations/Goals: Iriador's chaotic acts had been motivated by a desire for revenge—she blamed Khelben and others for the decline of the bard colleges, and Danilo realized that the absence of such organizations in Waterdeep had resulted in an imbalance that needed correcting. He worked with Halambar to develop a plan to restore these institutions, and in fact has recently founded a new bard college in the city known as New Olamn. This place is very important to him.

Danilo also wants to do a good job as a new Lord of Waterdeep, and is thinking of having tunnels built from his townhouse to the secret places where the Lords have their frequent meetings.

Finally, Danilo misses Arilyn considerably. He loves her and wishes to be reunited with her.

Campaign Uses: Having a key NPC who is both a Harper and a Lord of Waterdeep is loaded with opportunities for a campaign based in Waterdeep or centered on the activities of the Harpers. Since there are more intrigues in the City of Splendors than there are fleas on an alley dog, the potential for any level of adventures is rich. Here are just two ideas:

Since most of the songs and ballads of the bards are handed down orally, one of the new tasks of the bard colleges will be to put these songs into print. Low-level PCs or aspiring bard PCs could be sent on a quest to find and record new or old unusual pieces so that their knowledge does not become lost.

During Danilo's adventure to unravel the mystery of *elfsong,* he and Khelben ran afoul of the Knights of the Shield, a secret society from Tethyr and other southern lands that plots against Waterdeep and other cities of the North. Several agents of the Knights were run out of town after unsuccessfully trying to establish thieves' and assassins' guilds. They might try again, and Danilo could ask the PCs to look into the matter.

Sources: *City of Splendors, The Code of the Harpers, Elfshadow, Elfsong.*

Elaith "The Serpent" Craulnober (NE em F9/W9): Elaith is a handsome, slim moon elf who banished himself from the elf homelands because he was the last in his line to own a *moonblade*,* and it was dormant. When his mistress unexpectedly became pregnant and gave birth to his daughter, Elaith undertook a mission (given him by an elven priest) to find the Morninglark, an elven artifact of tremendous power. Elaith is a master with a long sword and often fights with sword and dirk. He owns a *dagger of homing* +2 —after being thrown at a target, it immediately reappears in his wrist sheath. He uses *Rary's mnemonic enhancer* to carry extra *fireball* and *lightning bolt* spells.

Vartain of Calimport (N hm T10): Bald-headed, paunchy, and possessed of one of the sharpest minds in the Realms, Vartain is a riddlemaster, one who can unravel puzzles and answer the most complex of conundrums. He is an accomplished thief with a pick pockets ability of 95. He is so good that he can even remove a ring from a victim's finger without being caught. Vartain is a master with a small blowgun.

Morgalla the Mirthful (LN df F7): Morgalla is from the Earthfast Mountains near Cormyr. She is an aspiring bard and has recently learned to play the dulcimer. She is armed with a hand axe and a sharpened quarterstaff that serves as a staff or a spear. Its pointed end is topped with a grinning head of a jester doll. Morgalla is a terrific artist, and specializes in drawing satirical interpretations of people. One can bet that if he gets Morgalla angry, his picture (a most unflattering likeness) will soon be on the streets of the nearest large city.

Wyn Ashgrove (NG em 0 Lvl minstrel): A slightly built elf, Wyn has an enchanted instrument that changes into any instrument that the holder desires. He also has the ability to sing *spellsong,* a rare elven magic that can charm any living creature. He taught it to Danilo, who is the first human to ever learn it.

Dimswart

Human male 6th-level mage
ARMOR CLASS: 10
MOVE: 12
HIT POINTS: 19
THAC0: 19
No. OF ATTACKS: 1
ALIGNMENT: Lawful good
STR 12, DEX 11, CON 13, INT 17, WIS 16, CHA 14

Spells (4/2/2): 1st— *detect magic, identify, message, read magic;* 2nd— *deeppockets, ESP, locate object;* 3rd— *dispel magic, infravision, Leomund's tiny hut.*

Weapons of Proficiency: dagger; quarterstaff.

Nonweapon Proficiencies: etiquette; healing; herbalism (fungus identification); reading/writing; 6 open.

Equipment: standard adventuring gear (packed away).

Magical Items: none known.

Combat/Tactics: Dimswart has no interest in combat; he's retired. If pressed, he'll defend himself to the best of his ability.

Allies/Companions: King AZOUN IV of Cormyr; VANGERDAHAST, his best friend; Winefiddle (see below); his wife Leona and five daughters.

Foes/Enemies: None currently, although those who wish to strike at Azoun personally could make Dimswart their target.

Appearance: Short and getting stout as he nears old age, Dimswart has gray hair and sparkling blue eyes.

Personality: Affable and talkative, "the Sage of Suzail" loves a good story. He knows many, but is always looking for more. He's so good at gathering news that he's a sort of unofficial reporter for Azoun. When he meets PCs, he will try to impress them by reciting all the facts he has gathered on them.

Locales Frequented: Dimswart spends most of his time these days puttering about the fields, meadows, and woods outside Suzail. He also may be found in the company of Winefiddle or in counsel with Azoun and/or Vangerdahast.

History: In his youth, Dimswart (plus Azoun, Winefiddle, and others) was associated with a group of adventurers known as the King's Men. Most of the history of that band is unknown to all but the members (and Vangerdahast).

The most recent highlight of his life was when the female sell-sword ALIAS sought him out for information about the sigils on her arm. As his fee, Dimswart sent Alias, DRAGONBAIT, and Akabar Bel Akash to rescue the halfling adventuress OLIVE Ruskettle from the red dragon named Mistinarperadnacles.

Motivations/Goals: Dimswart's primary activity today is his study of plants and fungus, which is his specialty as a sage.

Campaign Uses: Dimswart (or Winefiddle) could serve as a contact for PCs in Cormyr, providing them with information, or as a liaison between them and important Cormyreans.

Both Dimswart and Winefiddle illustrate the fact that all characters do not have to be incredibly powerful, possess amazing magical items, or even be high level in order to play an important role to the PCs and the campaign. While few PCs could enter the palace in Suzail and successfully demand an audience with King Azoun, they could simply visit that retired wizard and sage or that friendly cleric and be certain that their important messages will reach important ears.

Sources: *Azure Bonds, Crusade.*

Winefiddle, hm C4: AC 10; MV 12; hp 21; THAC0 18; #AT 1; Dmg by weapon; SZ M; AL CG; Str 11, Dex 11, Con 14, Int 13, Wis 16, Cha 13. Spells (3/2): 1st— *bless, cure light wounds, detect evil;* 2nd— *aid, speak with animals.*

Personality: The curate of the Towers of Good Fortune in Suzail is caring and genuinely concerned for others. He has a liking for adventurers, as long as they do not put him in danger.

Description: Since he retired from the King's Men, Winefiddle has taken to the life of a temple cleric, and much girth has taken to the area around his waist. His brown hair is thinning, but his brown eyes still shine, showing a happy, contented soul.

History: Most of the escapades of the King's Men are unrecorded, and Winefiddle is content to let it stay that way. Besides allowing him to focus on his duties as a cleric, his calm lifestyle in the temple also allows him to indulge his favorite hobby—relaxing with a good friend such as Dimswart.

Dove Falconhand

Human female 14th-level ranger; one of the Seven Sisters and the Chosen of Mystra (Formerly 9th-level mage, 4th-level thief)
ARMOR CLASS: –3
MOVE: 12
HIT POINTS: 79
THAC0: 7
NO. OF ATTACKS: 2
ALIGNMENT: Chaotic good
STR 17, DEX 16, CON 25 (13), INT 18, WIS 17, CHA 16

Wizard Spells (4/3/3/2/1): As one of the Chosen of Mystra, Dove knows and can cast virtually any wizard spell of 5th level or lower (she is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). Among her favorite wizard spells are: 1st— *unseen servant, gaze reflection, jump, message;* 2nd— *forget, invisibility, mirror image;* 3rd— *dispel magic, water breathing, nondetection;* 4th— *dimension door, stoneskin;* 5th— *wall of force.* (See also "Bonus Spells" below.)

Priest Spells (3/2/2): Dove receives and casts priest spells as if she were a priestess of Mystra (7th level), which means that she is not restricted to spells from the spheres of Plant and Animal as an ordinary ranger would be. Magic that she often finds useful includes: 1st— *detect poison, faerie fire, pass without trace;* 2nd— *flame blade, speak with animals;* 3rd— *dispel magic, locate object.*

Weapons of Proficiency: all bows; all swords; dagger (thrown and wielded).

Thief/Ranger Abilities: PP 20, OL 75, F/RT 80, MS 99, HS 93, DN 25, CW 60, RL 0.

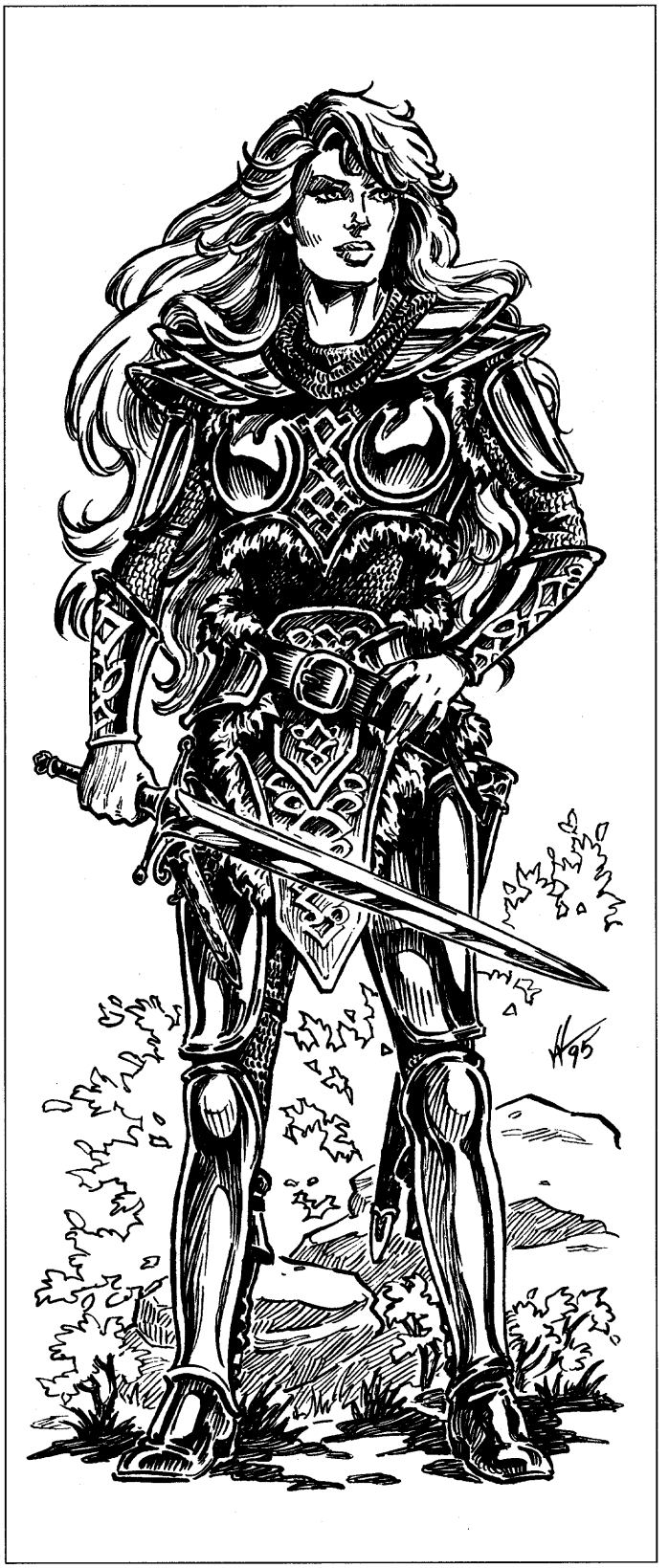
Nonweapon Proficiencies: an indefinite number, including blind-fighting; endurance; healing; mountaineering; riding, land-based (horse); singing; spellcraft; swimming; tracking (+4).

Equipment: As a Knight of Myth Drannor, Dove has access to all conventional adventuring gear.

Magical Items: *full plate armor +1;* a *long sword +1 luck blade* (with two wishes left), a roguestone with the *gemjump** spell on it; a *cloak* and *boots of elvenkind;* an *amulet of proof against detection and location;* several *arrows +2;* two *extra-healing* potions, two *elixirs of health;* and a *Dove's harp**.

Combat/Tactics: Although she prefers weapons over magic, Dove also possesses mage and thief skills that she acquired early in her adventuring career (not to mention the powers granted to her by Mystra: see page 137). Dove's species enemy is evil giants. It is rumored that Dove wears an invisible dagger and sheath at the back of her neck.

Allies/Companions: Her husband, Florin Falconhand; the Knights of Myth Drannor; the Harpers; the other Chosen; the elves of Evermeet (where Dove currently resides); and her young son Azalar (also at Evermeet).



Foes/Enemies: Foes of Mystra; the Zhentarim; the Cult of the Dragon; fiends; evil giants; the priesthood of Malar; all slavers; and tyrants and oppressors in general.

Appearance: Once characterized by a minstrel as "a lithe and deadly mountain of a woman," Dove prefers to dress in "men's" garb when not anticipating battle; green or brown leather breeches and a jerkin are her most common choices. Although she is a full 6 feet tall and has an imposing frame, no one would ever mistake Dove for a man; her long, flowing silver hair, slim figure, and feminine face make her gender abundantly clear.

Personality: The most shy and withdrawn of all of the Seven (though with sisters like Dove's that's not saying much), Dove is quiet, capable, and unflappable. Her capacity for calm often astonishes people. Nobles find it disconcerting to listen to her describe the incredibly dangerous adventures in which she's taken part, while her voice remains steady and without inflection throughout the telling. Adventuring companions are equally nonplused when Dove casually wades into battle against the fiercest, deadliest foes with a calm smile on her lips. Dove also occasionally displays an infectious, impish sense of humor.

Justice, charity, and vigilance are qualities that Dove admires. She believes that actions speak louder than words. Dove feels an almost childlike satisfaction when she brings justice to bear on others—good fortune for those who deserve it, or woe to those who have caused it. She values people who share those views, especially adventurers brave enough to put those qualities (and their lives) to the test. She is sensitive to all the expressions and movements of those around her, and as such is very good at discerning others' motives.

Dove's time in Evermeet has won her friends there, and she has likewise come to love the place and its inhabitants. Any PC activity in that vicinity would be certain to attract the attention of "the Silent Sister."

Locales Frequented: Evermeet, Myth Drannor, Shadowdale.

History: For general information on how six of the Seven Sisters came to be, see page 136. The text that follows here recounts what happened to Dove after the death of Elué.

When the Sisters were split up, Mystra turned Dove over, along with Laeral and Storm, to the (relatively) young mage Elminster. After she showed a preference for the force of arms over the forces of magic, Dove left to be tutored by Harper rangers. She immersed herself in the affairs of Those Who Harp for many years, fighting the Zhentarim and other evils of the lands around the Inner Sea.

Dove encountered a band of young Cormyrean adventurers in her travels during this time. The leader of this band was Florin Falconhand, and his group was destined to become the nucleus of the Knights of Myth Drannor. Dove acted as a tutor to Falconhand for a time.

Florin later repaid the debt when he rescued Dove from a Zhentarim wizard. Dove afterward formally joined the Knights, and married Florin not long thereafter.

After the Knights moved their base of operations from Shadowdale to Myth Drannor, Dove became pregnant (an uncommon occurrence for any of the Seven Sisters). She then retired to Evermeet to give birth and raise her son. Florin visits them regularly.

Motivations/Goals: If Qilué is the unknown Sister, then Dove is the forgotten one. Most people outside the Knights and the Harpers tend to overlook her (unless or until they meet her in combat). When others do talk of her, Dove is described as solid, dependable, and a capable leader. This "solid" warrior has come to the aid of many an adventurer who ran afoul of the fiends to be found in Myth Drannor.

It is fiends and other evil, predatory creatures that Dove most despises. She hates to see any intelligent creature be hunted and afraid. Wizards and others who use or encourage monsters and evil beings have a special place in her hatred of all evils, as they not only do evil themselves, but also enlist such vile beasts to aid them. Dove hates all who are cruel, and she delights in besting swaggering bullies, adventurers, and even nobles.

She would like to see the elves make a comeback in the North, and she shares Alustriel's dream of seeing humans and demihumans working together to bring prosperity, harmony, and splendor to the North. She admires the elves of Evermeet and would be pleased to see the Elven Court return to Faerûn in strength.

Dove also privately believes that too many beings who wield magic become corrupted by the power that their Art brings them. She once expressed the thought as follows: "The thoughts in the heads of many wizards are markedly improved by making those heads lonely for their shoulders."

Campaign Uses: Dove is a Harper, a Knight of Myth Drannor, and a mother. As such, her interests include Shadowdale, the Elven Court woods, the ruins of Myth Drannor, and, more recently, Evermeet. She remains vigilant against the schemes of the Zhentarim, the Red Wizards of Thay, and other "selfish" sorcerers.

Dove has trained many Harpers in the past, and could continue to do. Those Harpers (or others seeking training) either would need to contact her through the Knights or the Harpers, or travel to Evermeet personally.

Sources: *The Seven Sisters, The Code of the Harpers.*

Unique Abilities

Spell Immunity: Dove is immune to *magic missile, flaming sphere, lightning bolt, Evard's black tentacles, cone of cold, repulsion, reverse gravity, maze,* and *imprisonment.*

Bonus Spells: In addition to her normal repertoire, Dove can cast *feather fall, levitate, wraithform, polymorph self,* and *major creation* each once per day without having to memorize them or use any of their components.

Dragonbait

Male saurial 8th-level paladin
ARMOR CLASS: 5
MOVE: 12
HIT POINTS: 57
THAC0: 13
NO. OF ATTACKS: 3/2 or 1 (light crossbow)
MAGIC RESISTANCE: 50%
ALIGNMENT: Lawful good
STR 15, DEX 13, CON 17, INT 14, WIS 16, CHA 4
(18 to other saurials)

Weapons of Proficiency: light crossbow; bastard sword; long sword; two-handed sword; battle axe; 1 open.

Nonweapon Proficiencies: direction sense; endurance; languages, modern (understands but can't speak Common); running; sign language (thieves' hand language); 3 open.

Equipment: standard adventuring gear.

Magical Items: *+1 flame tongue long sword.*

Combat/Tactics: As a paladin of the saurial people, Dragonbait represents all that is good and true in the hearts of these intelligent reptiles. Caring, kind, and patient, Dragonbait uses his paladin abilities to fight for the cause of good and for his friends.

Dragonbait seems to disdain the use of missile weapons in most cases, preferring to enter melee where his magical sword and paladin abilities are most effective.

If necessary, Dragonbait also knows how to fight in the ancient saurial tradition. Using the natural weapons of his own body, Dragonbait has three attacks per round: two claw attacks for 1d3 damage each, and a tail slap for 1d2 points of damage.

Saurials also have a +2 bonus to saving throws vs. all sound-based attacks (such as a harpy's *charm* ability or the *shout* spell).

Allies/Companions: ALIAS; OLIVE Ruskettle; Mintassan; Grypht (a saurial wizard); Copperbloom (his saurial mate); his offspring; and all the saurials of the Lost Vale.

Foes/Enemies: The enemies of his friends and any who do harm to the small community of saurials living in the Lost Vale.

Appearance: Dragonbait is short by human standards (4'10"), with a blunt muzzle; powerful, short teeth; smooth, pebbly green scales; and yellow eyes. His face is more dragon-like than human, and a single flared fin grows from between his eyes to the top of his head. For those familiar with the various saurial races, Dragonbait is a member of the finhead species.

Personality: Dragonbait is pious, adaptable, and quite intuitive. The first trait is demonstrated by his status as a paladin, the second by the ease with which he came to live in the alien world of the Realms, and the third by being able to read Alias's and other humans' intentions and motivations so well even without using his *shen sight* (described below).

Unless he's with Alias, Dragonbait has no immediate outlet to make his thoughts known to those who speak Common. Any rogues in the group are likely to understand the sign language that Alias has taught him, but magic must be used in other cases.

Dragonbait's people use clicking and whistling noises (most of which are too high-pitched for humans to hear), body language, and a scent-generating process to communicate with each other. Dragonbait's known scents and the emotions and phenomena they correspond to are: Brimstone = confusion; Roses = sadness; Lemon = pleasure, joy; Baked bread = anger; Violets = danger/fear; Honeysuckle = tenderness; Wood smoke = devotion, piety; Tar = victory; Ham = nervousness, worry.

While he cannot speak it, Dragonbait understands Common perfectly well. Many assume that since he cannot speak the language, the lizard creature is less intelligent, capable, and worthy than mammalian beings. Dragonbait does nothing to alter this perception for two reasons: because he is too humble to show off, and because potential foes could underestimate him if he maintains the misperception that their prejudiced minds construct about him.

Locales Frequented: The Lost Vale; the Moonsea area; the Dales; Cormyr; and Westgate.

History: On his home world (location unknown), the saurial paladin we know as Dragonbait served the god of justice. He was in love with a priestess named Coral who served the goddess of luck. Dragonbait was proud of himself, his god, and

his devotion to the cause of justice. No cause was greater than that of justice, he thought. The goddess of luck was not always just, however; sometimes she was fickle. She would on occasion bestow her blessing on those who did not deserve it, and withhold her favor from those in need. Because of this, Dragonbait demanded that his love give up her worship of the goddess, and instead worship the god of justice as he did. The lovers argued, but Coral would not leave her goddess.

Dragonbait knew that because he loved the priestess, he would come to accept her decision should he remain near her. He feared that his feelings for one who served an unjust god would taint him. Determined not to let his service to his god suffer, Dragonbait left his tribe to serve his god on the plane of Carceri. It was there that the fiend Phalse captured Dragonbait to be used as a sacrifice as part of the process that created Alias.

Phalse was not aware of the paladin's origin or home, at least at the time. Hanging from chains in Phalse's dungeon, Dragonbait was visited by the goddess of luck. She said that she did not care about the paladin, but the god of justice had asked her to help him save Dragonbait's life. If the paladin agreed to perform a service for the goddess, she would free him from the evil creatures who meant to kill him.

Dragonbait wished to live, of course. Besides, it would have been arrogant and rude to refuse a goddess's offer of aid. He agreed to perform the unspecified service. That day Dragonbait learned that justice cannot always prevail over the forces of evil without some luck. So the paladin now serves both the god of justice and the goddess of luck, and aids Alias and his comrades in their battles against evil.

Dragonbait was to be sacrificed to give Alias life. But Alias awoke early, and with Finder Wyvernspur's help, Dragonbait fled with the semiconscious, "newborn" Alias to Suzail.

The name "Dragonbait" was given to the saurial by Alias when she threatened him soon after she fully awoke in Suzail ("One wrong move and you're dragon bait, understand?"). Since he had no way of speaking a translation of his real name, he adopted Alias's term as his name. Alias and the paladin's other friends later learned from the saurial mage Grypht that Dragonbait's real name translates roughly as "Champion."

Using his *shen sight,* Dragonbait saw that Alias was basically good, but she had the potential to do great good or great evil, like so many adventurers. The paladin promised Finder that he would accompany and protect Alias, even though it's likely Dragonbait would have done so anyway (as part of his service to the goddess of luck).

When the conspirators behind Alias's creation recaptured Dragonbait and Alias, it was the pair's combined will that broke the final enchantment that held Alias to her creators. The cost for final victory over Phalse was the paladin's saurial *holy sword* that Alias hurled, along with Phalse, into the Positive Material Plane where both exploded. Dragonbait used a nonmagical saurial sword for a time, but eventually came across a *flame tongue* sword that was activated by the command word "toast." Now that he's spending more time in the Lost Vale with about 100 other saurials, it's possible that his fellows may someday present him with another *holy sword.*

Dragonbait and Alias's second adventure began in Shadowdale about one year after the events of *Azure Bonds.* Elminster had convinced the Harpers to reopen the case of Finder Wyvernspur, also known as the Nameless Bard, and Dragonbait and Alias were waiting to see if they could be of assistance. The heroes stayed at the Old Skull Inn, where Alias entertained the inn's patrons with many of Finder's old songs and tales.

One evening, the mage Akabar Bel Akash returned to Shadowdale from Turmish. He came with his wife Zhara, and with a warning that he had been having dreams about Moander returning to the Realms.

When Dragonbait suggested that Akabar's dreams were significant, Alias dismissed it. She soon left with the mage to go to the Tower of Ashaba, where the Harpers' examination of Finder was taking place. Dragonbait stayed at the inn with Zhara, and not long thereafter, Zhara was attacked by a magical device of Moander's. Together, the two of them destroyed it.

Dragonbait and Zhara then went to the tower to meet with Alias and Akabar and tell them of the attack. Alias took the pair to where she thought Akabar was resting. Instead they found Akabar gone and Kyre (a Harper who had been enslaved by Moander) dead.

Alias, Dragonbait, and a Harper ranger named Breck Orcsbane set out to find Akabar. Zhara wished to accompany them, but Alias was jealous of her and Breck suspected her (and her husband) of being in league with evildoers. Dragonbait, who trusted her, gave Zhara Alias's magical armor and told her to follow them.

While Orcsbane was tracking Akabar (and the saurial mage Grypht, who was traveling with him), the trio of heroes was attacked by treants enslaved by Moander. They defeated the evil treants, Dragonbait's flaming sword doing much damage. After the fight, Orcsbane discovered that Zhara was following them. This led to a round of arguments before the group resolved to continue the search for Akabar.

Before long, they were reunited with the southern and saurial mages. From Grypht, Dragonbait learned that a group of saurials had been enslaved by Moander and brought to the Realms to facilitate the dark god's return. It was at this point that Alias used an artifact called the *Finder's Stone* to cast a permanent *tongues* spell so that she and Dragonbait could communicate verbally.

Soon afterward, Dragonbait realized that Alias possessed the saurial ability of *soul song,* a hereditary ability that Dragonbait's mother had possessed and that Alias had apparently inherited through her connection with Dragonbait. The *soul song* reflects a saurial tribe's state of being, what is going on in the hearts and souls of the saurials. Through the *soul song,* the group learned that they had to locate Finder Wyvernspur, who had disappeared from the tower in Shadowdale.

Using the *Finder's Stone,* the group teleported to Finder's Keep, where the bard and the halfling Olive Ruskettle were battling a Moander-enslaved beholder and his orcish troops. Once all the heroes were reunited, they defeated the evil god's forces. They then used *Finder's Stone* to teleport them to the Lost Vale, where Moander had brought the enslaved saurials.

In assembling a plan to free the saurials and end the threat of Moander, Dragonbait pointed out that extreme cold made saurials sluggish and lethargic, and thus easy to control. The group agreed to use magical cold to stop the enslaved saurials (both to make Moander's defeat easier and to prevent the saurials from becoming injured had they sought to stop the heroes).

While scouting the vale, Dragonbait detected the aroma of roses, the scent of saurial sadness. He found his former lover Coral now under Moander's influence, and tried to purge the god's enslaving tendrils using his paladin ability to *cure disease.*

After the magic was seemingly successful, the two reconciled. Coral then led Dragonbait back to the saurial camp, supposedly to retrieve something before they went to join Alias and the other heroes. As it turned out, Dragonbait's *cure disease* had proved unsuccessful, and Coral had led him into a trap.

Alias learned that Dragonbait had been captured while she was in a *soul song* trance. The heroes set out to rescue him, free the saurials, and destroy Moander once and for all. Olive "recovered" Dragonbait's sword, and Alias used the weapon to set fires that would move the saurials into position for Grypht and Akabar to use a *wand of frost* to immobilize them.

Alias and Akabar were captured, but Dragonbait managed to escape his captors and moved to their rescue, where he again faced the enslaved Coral. Faced with the prospect that if he did nothing his friends would die, Dragonbait released Coral from her servitude to Moander by severing her head from her body. He then helped to free Alias, but they were too late to save Akabar's life. Ultimately, Akabar and Finder both gave their mortal lives to destroy Moander forever.

The saurials decided, on Elminster's advice, to stay in the Lost Vale and help it recover from the depredations Moander had forced them to commit upon it. Dragonbait and Alias were both invited to stay for a while, and they accepted.

Ten years after they first "met," Dragonbait and Alias journeyed to the crime-infested city of Westgate to exchange a powerful magical staff for a scrying device that would allow the saurials of the Lost Vale to better protect themselves from possible attack. The pair sought the human mage Mintassan. Tall and broad-shouldered, he described himself as a planewalker, one who travels the various planes of existence as one might travel the Realms, looking for adventure.

After they completed their exchange, the group discussed the current situation in the city. Conversation soon turned to the Night Masks, the thieves' guild that held much of the town in a grip of fear. Dragonbait and Alias had already encountered members of that organization, and they considered staying on in the city to see if they could do something about them.

Likely due to the events that had occurred in and near Westgate ten years earlier (during Dragonbait and Alias's first adventure), Alias was recognized as a heroine. The day after their meeting with Mintassan, the heroes received an offer of employment from the leader of the town's legitimate guilds and merchant houses. Croamarkh Luer Dhostar wished to employ Alias as a means to ending the Night Masks' hold on the city. She accepted, and Dragonbait agreed to stay with her for a brief time before returning to the Lost Vale.

From the Croamarkh's son, Victor, the heroes learned of the Faceless, the mysterious leader of the Night Masks. The trio also re-encountered Olive Ruskettle, who was employed by a family of halfling merchants. Victor informed the heroes of the lost treasures of a past tyrannical ruler of the city. He hoped to one day find the treasure, which he said would provide him the resources to clean up and improve the city.

After much investigation and several escapades, the heroes tracked the Night Masks' trail of protection money to the estate of a man named Melman. As it turned out, his manor was the same one that Cassana, one of Alias's creators, had lived in.

Gaining access via a secret door they knew about from their prior experience, the heroes entered the building, where they discovered Melman being tended to by a healer. It seems Melman, one of the Night Masks' leaders, had had a falling out with the Faceless, and his face had been magically branded. Before any further information could be gained, assassins sent by the Faceless attacked the manor in an attempt to kill Melman. The heroes fled the scene with him, after extracting a promise of information from him in exchange for his rescue.

From Melman they learned the site of the leaders' meetings. When they explored the underground lair, they came across Victor Dhostar, who claimed to have stumbled on the place by himself. Dragonbait, suspicious of Victor, used his *shen sight* and learned that the young merchant was good-hearted. This was welcome news to Alias, who was developing a romantic attraction to the young man.

The heroes found out the truth when the Faceless launched a plan to implicate the Croamarkh as being the Faceless himself. After his plan was set into motion, the Faceless revealed himself to Alias as Victor Dhostar. He had been using an *amulet of misdirection* to prevent discovery of his true motives.

The adventure reached its climax when Victor managed to learn that the treasure he sought was held in an extradimensional pocket atop a castle. The heroes (along with Mintassan) met and battled him there. Dragonbait helped convince Alias to let go of her negative feelings toward Victor (because he had seduced her and then betrayed her) that were trapping her in the extradimensional pocket. She succeeded, and Dragonbait valiantly held off Victor's last-ditch attack until the doorway to the pocket dimension could be closed.

Dragonbait, Alias, and Mintassan returned to the Lost Vale. Only the powers (especially the goddess of luck, Tymora) know where they'll show up next.

Motivations/Goals: Much of what goes on in the head of Dragonbait he keeps to himself. It's known that he has a deep and abiding bond with Alias, regarding her as something of a sister. His initial goal was to steer the young woman to the path of good.

When his people came under the sway of the god Moander, Dragonbait led the fight to free them. Though his love, Coral, was lost to him, he accepted his fate. He has found a new mate in the person of a female saurial named Copperbloom, and they've had some offspring together. His new family is likely to become all the more important as time goes on (and as Alias becomes more and more independent of him).

Like all paladins, Dragonbait is devoted to the cause of justice. His experiences have taught him the value of patience; he will not rush off on an adventure without fully preparing. He's an excellent observer, and withholds his thoughts until all information is in and the time for action has come. He also sees himself as the protector of his people, far from their home and still recovering from their unwilling servitude to Moander.

Campaign Uses: Dragonbait is likely to be met in one of two situations: accompanying Alias on a mission, or taking care of his family and the other saurials in the Lost Vale.

Specific uses could involve further adventures with Alias, perhaps defeating some new scheme to control her; a scenario involving one or more of Phalse's duplicates of Alias; or some mission for the Harpers (since both Dragonbait and Alias have friends in that organization). He could accompany Mintassan and Alias on planewalking adventures (perhaps to find the saurials' home world or plane), or he could hire the PCs to investigate something that he, as a saurial, could not inquire into without attracting too much attention.

Sources: *Azure Bonds, Song of the Saurials, Masquerades, The Complete Book of Humanoids,* MONSTROUS COMPENDIUM® 11: *FORGOTTEN REALMS Appendix, Vol. II.*

Unique Ability

Shen Sight: Saurial paladins such as Dragonbait do not possess a human paladin's ability to *detect evil;* instead they have a form of second sight known as the *shen sight.* Dragonbait can "see" the roiling mass of an individual's thoughts, feelings, and desires that make up the being's spirit and soul. The *shen sight* also allows Dragonbait to discern a person's general intentions. Victor Dhostar's *amulet of misdirection* was able to fool Dragonbait's *shen sight,* just as it would negate other forms of magical detection.

This information is conveyed to the saurial paladin in the form of colors. For example, gray is the color of neutrality, neither good nor evil. Purple represents those evil individuals who take particular delight in inflicting pain on others.

In game terms, *shen sight* grants Dragonbait the ability to *know alignment.* Treat this power as the spell, with the constraints of a paladin's "normal" *detect evil* ability (60-foot radius, unlimited uses, each use takes one round).

Drizzt Do'Urden

Drow male 16th-level ranger
ARMOR CLASS: –8
MOVE: 12
HIT POINTS: 92
THAC0: 5
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1d8+7 (x3), 1d8+5 (x2)
MAGIC RESISTANCE: 82%; +2 on saves vs. magic
ALIGNMENT: Chaotic good
STR 13, DEX 20, CON 15, INT 17, WIS 17, CHA 14

Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment,* and *detect magic* each once per day.

Priest spells (3/3/3): Drizzt is a follower of Mielikki. Spells that he prefers or that he most often finds it necessary to carry include: 1st— *animal friendship, entangle, pass without trace;* 2nd— *charm person or mammal, speak with animals, warp wood;* 3rd— *hold animals, snare, spike growth.*

Weapons of Proficiency: scimitars (two-handed fighting style from *The Complete Fighter's Handbook);* short sword; dagger; long sword; short bow, flight arrow; 3 open.

Ranger/Thief Abilities: MS 99, HS 99, DN 60, CW 99.

Nonweapon Proficiencies: direction sense; languages, modern (Undercommon); light-fighting (the reverse of blind-fighting); rope use; running; survival (Underdark and northern wilderness); tracking; 6 open.

Equipment: A curious mix of adventuring gear; some drow and much dwarven equipment is commonly used by Drizzt.

Magical Items: *mithral chain mail +4;* a *frostbrand +3 scimitar* (named Twinkle); a *defender +5 scimitar;* and a *figurine of wondrous power: onyx panther* (named Guenhwyvar; see the end of this entry).

Combat/Tactics: Drizzt fights in the two-handed style common to drow warriors. While few could hope to duplicate his style, his current profession as a ranger (and his high Dexterity) allow him to continue to use this mode of fighting. Drizzt's ranger species enemy is goblins.

Allies/Companions: BRUENOR Battlehammer, WULFGAR, CATTI-BRIE, and REGIS.

Foes/Enemies: The drow of Menzoberranzan, particularly any surviving members of the Do'Urden family; the fiend Errtu.

Appearance: Somewhat larger than a typical dark elf, Drizzt stands 5'4" and weighs about 130 pounds. His handsome features are sharp and well proportioned; his white hair is long, flowing, and smooth. His eyes are violet in hue, even when he uses his *infravision* (which normally causes creatures' eyes to glow red), and are the windows to his passionate soul. He normally wears a fur-collared forest green cloak and high black boots. It has been more than 70 years since he first ventured into the surface world, and at present he is in the neighborhood of 140 years old—still a young adult by elven standards.

Personality: Outwardly calm and composed, Drizzt still has a burning rage with him, the legacy of his dark elven heritage. While he's mastered that side of his psyche—he refers to it as "the hunter"—it can still surface when Drizzt is hard pressed.

In all other cases, he is the cool head, the peacemaker, and is always willing to avoid a fight if he can. When the situation calls for it, however, he can be incredibly daring—so daring, in fact, that several of his friends are convinced that someday he'll leap into a situation that will land Drizzt in real trouble.

He loves the surface world, and his place in it. Anyone who threatens either of these things is likely to find that a pair of twirling scimitars is the last thing he sees in this life.

Locales Frequented: Icewind Dale; Mithral Hall; the North in general; Calimport; and the Underdark leading to and from Menzoberranzan.

History: The adventures of Drizzt Do'Urden are legendary, and any reader who hasn't yet done so is strongly urged to read of Drizzt's astounding life. (The "Sources" section near the end of this entry provides titles of all nine books; we recommend they be read in the order in which they are given.) It would be impossible to recount here every escapade Drizzt has had, but the major events of his unique life are encapsulated below.

Drizzt was born into the ninth house of Menzoberranzan, called Daermon N'a'shezbaernon, more commonly known as Do'Urden, on the night when that house wiped out one of its rivals. As a male in the matriarchal society of the drow, Drizzt was trained by his father, Zaknafein, to be a warrior in the two-handed drow fighting style. Drizzt excelled at this, becoming an 18th-level warrior before he fled the society of the evil elves for the surface.

Prior to that journey, Drizzt was first disenchanted and then disgusted by the corrupt, vicious nature of drow culture. He sought some means of escape. In the meantime, his family came to realize his abhorrent (to them) principles, and his father, the house's Weapons Master, gave his life to save that of his son when the family's matriarch wanted Drizzt to be executed as a traitor.

The path of Drizzt's life took an irrevocable turn away from the evil ways of his kindred when he killed Masoj Hun'ett, a drow who had been using a fabulous magical item, an onyx panther *figurine of wondrous power,* for tawdry assassinations and other detestable work. In the panther named Guenhwyvar, Drizzt sensed a kindred spirit—a fierce but brave and loyal warrior trapped in the drow's dark world of deceit. Drizzt liberated Guen from Hun'ett, and later fled Menzoberranzan entirely.

He and Guen wandered the Underdark for a decade, always moving, until they found a grotto tended by the fungus people known as the myconids. While there was life here, Drizzt was still profoundly lonely. His only companion was Guen, and the magic that brought her to this world also sent the cat away again all too often.

Not long thereafter, he discovered a city of svirfneblin, gnomes who make their home in the Underdark. This was what he had been seeking: a civilization that valued the same concepts of honor and loyalty and goodness that he did. Careful not to reveal himself to the gnomes right away, because they certainly would have thought him to be an ordinary drow, Drizzt stealthily made his way into, around, and then back out of the city he learned was called Blingdenstone.

Later, convinced that this was the life he was destined to have, Drizzt reentered the city—only to be taken prisoner by the wary gnomes. Fortunately, he came into contact with a deep gnome he had met once before. Before Drizzt fled from drow society, he had been assigned to go on a patrol. This patrol encountered a group of deep gnomes and killed them all—except for one warrior named Belwar Dissengulp. Drizzt, hoping to save at least one life from being massacred, pleaded with the other elves to spare this one's life—arguing that it would be better to allow him to return to his people and tell of drow ferocity than just leave another corpse. Drizzt's brother Dinin did agree to let the gnome live, but chopped off both of Belwar's hands first.

When Drizzt again met Belwar, the gnome had two great metal hammers attached to his wrists in place of his hands. Belwar, remembering that Drizzt had saved his life, convinced the other gnomes to give him a chance. Drizzt proved himself soon thereafter when he, Belwar, and a pech named Clacker who had been polymorphed into a hook horror by a mad wizard

worked together to defeat the wizard and the mind flayers that were in the area. During this time, Drizzt also found himself facing his deceased father in combat. Zaknafein had been brought to undead status by an unholy drow ritual—but knowing that this creature was not truly his father, Drizzt spared no effort in destroying the abomination.

Feeling that he needed to put yet more distance between himself and his drow past, Drizzt fled to the surface world, where he witnessed a sunrise for the first time in his life.

He eventually met the blind ranger Montolio "Mooshie" DeBrouchee, who taught Drizzt the ways of the surface world and the concepts of being a ranger, and introduced him to the existence of the goddess Mielikki, the Lady of the Forest. With Mooshie's help, Drizzt began his career as a ranger, defeated a large band of orcs, and vanquished a pair of barghests.

After Mooshie passed away, Drizzt again took to wandering, but this time on the surface world. After a time he came to Icewind Dale and the region known as Ten Towns. Under the terms of a deal he made with Cassius, the region's leader, Drizzt took up residence in the area in exchange for his regular patrolling of the region to watch for incursions of barbarians.

Before long, Drizzt met the dwarf who was to become one of his dearest friends: Bruenor Battlehammer, who was busy battling a remorhaz at the time. By the time Drizzt arrived to help, the beast was dead. Drizzt also came to know the dwarf's adopted human daughter Catti-brie and the halfling Regis.

When Bruenor spared the life of one of the barbarians who later attacked Ten Towns, Drizzt became acquainted with Wulfgar. Over time the young man matured, due in no little measure to Drizzt's training him to use his brain as well as his brawn in battle.

This training was put to good use when a power-mad mage attacked Ten Towns with a horde of humanoids. The townsfolk, barbarians, and heroes defeated the humanoids, and Drizzt overcame the tanar'ri Errtu.

Drizzt and the other members of the band later accompanied Bruenor on his quest to retake his ancestral homeland, Mithral Hall. It was here that Drizzt met for the first time the man who would become his nemesis. The human assassin Artemis Entreri was originally after Regis the halfling, but found his mirror image, and his real foe, in Drizzt. After a battle with Drizzt that proved inconclusive, Artemis kidnapped Regis, and the heroes followed him all the way to the distant southern city of Calimport to rescue their friend. Drizzt and Artemis met once more, but again there was no clear winner.

After releasing Regis, the heroes returned north and did reconquer Mithral Hall. All seemed peaceful for a time, but then drow spies found a way into Mithral Hall from below and Artemis returned, magically disguised as Regis.

Drizzt eventually found where Artemis was holding the real Regis, and the ranger and the assassin again did battle. They were both attacked by drow before any conclusion could be reached, however. They fought again later, and Artemis fell over a cliff. Wulfgar met his end at this time when, caught in the grasp of a handmaiden of Lolth, he used his magical hammer to collapse the ceiling onto them both.

Drizzt soon decided that he had to return to Menzoberranzan to put an end to the drow meddling in his life, and Catti-brie followed him. The pair eventually discovered that Artemis was still alive and working for the drow—though he suspected he was being used and would be killed as soon as he had done what the drow wanted of him. When the time came to flee back to the surface, the three of them worked together to defeat the drow. Artemis and Drizzt seemed to have come to an accord and parted without further violence.

The same could not be said for Drizzt's other enemies. The drow, the fiend Errtu, and others all conspired in an attempt to bring down Drizzt and Mithral Hall. An army of drow and humanoid slaves invaded, and it took the combined forces of the dwarves, the deep gnomes, and the humans to defeat them.

Deciding again it was time to move on, Drizzt and his dear friend Catti-brie rode away from Mithral Hall. At present, that is where Drizzt's tale ends—but what is yet to be told is likely to be as thrilling and dangerous as what has come before.

Motivations/Goals: Drizzt is a perfectionist, holding himself to standards that would be impossible for most people. He strives to attain the highest ideals in all he attempts, yet he is careful not to impose his standards on others. Despite the harsh treatment he has received from the "good" races of the surface world, Drizzt remains a valuable ally and a dear friend to those close to him.

Campaign Uses: Since he has become one of the most popular characters in the Realms, many players look forward to having their characters meet Drizzt during an adventure. If this occurs, it should be in a situation where Drizzt is not the star of the scenario at the expense of the PCs. Despite his powers and his appeal, the player characters are the central figures of the campaign and should remain so.

Sources: *Homeland, Exile, Sojourn, The Crystal Shard, Stream of Silver, The Halfling's Gem, The Legacy, Starless Night, Siege of Darkness.*

Guenhwyvar: AC 4; MV 15; HD 6+6; hp 45; THAC0 13; #AT 3; Dmg 1d4(x2)/1d12, plus rear claws rake for 2d4(x2) if both front paws score hits; SD never surprised; SZ M (6' long); ML fanatic (18); AL N; XP 1,400.

Drizzt's closest companion is the animal that emerges from his *figurine of wondrous power,* the onyx panther called Guenhwyvar. The panther can be summoned forth from the figurine up to three times per week, for a total of 24 hours altogether during that time. If she is slain while activated, she reverts to the *figurine* form and can be called forth again later.

While Guen cannot speak, it is clear that the panther dearly loves her drow master and his comrades. On occasions too many to number, Guen's fighting prowess and sharp claws have been the difference between victory and defeat for Drizzt.

Durnan

Human male 18th-level fighter
ARMOR CLASS: –3
MOVE: 12
HIT POINTS: 99
THAC0: 3
NO. OF ATTACKS: 2
ALIGNMENT: Neutral good
STR 18/34, DEX 15, CON 17, INT 13, WIS 16, CHA 14

Weapons of Proficiency: battle axe; dagger; long sword; short sword; two-handed sword; long bow, flight arrow; war hammer; hand axe; 2 open.

Nonweapon Proficiencies: blind-fighting; brewing; direction sense; fire-building; hunting; survival (the wilds of the North); weather sense; 3 open.

Equipment: all the contents of the Yawning Portal Inn, which he owns, and standard adventuring gear accumulated before his "retirement" to Waterdeep.

Magical Items: a *battle axe +2;* a *dagger +1; elfin chain mail +3;* a *shield +2; gauntlets of ogre power; boots of striding and springing;* a *ring of spell turning; Lords' Effects**. When not expecting combat, Durnan carries or wears only the *ring,* the dagger, a normal long sword, his *elfin chain* under his shirt, and his boots.

Combat/Tactics: Durnan prefers melee over missile combat. He trusts his magical armor to protect him and his battle savvy and gauntlets to help him win the day. He will always act to help good folk who are overmatched, wounded, or innocent.

Allies/Companions: The other Lords of Waterdeep; Harpers who live in or near Waterdeep; the Red Sashes.

Foes/Enemies: Hobgoblins, and any who would turn evil loose upon the streets of Waterdeep.

Appearance: While he is no longer a young man, Durnan's shoulders are broad and unslouched. His dark hair is spotted with gray, and he is starting to go bald. His usual garb is a bright tunic (with his magical armor beneath it) and dark trousers tucked into his favorite (magical) boots.

Personality: Close-mouthed and prudent, Durnan would rather keep silent than argue. If faced with a question he would rather not answer, he has the disconcerting habit of simply looking at the questioner with a calm expression, saying nothing until the one who asked the question gets the point.

Only if violence erupts in his inn or some party is being persecuted will Durnan step up. He gives obstreperous patrons one warning only; thereafter they'll find themselves dragged to the street by the backs of their shirts. Unless they draw steel in Durnan's presence, that is, in which case they'll still end up in the street, but it'll likely be only after they're somewhat the worse for having drawn a weapon in a "nice, quiet inn."

Locales Frequented: The Yawning Portal Inn; the secret Lords' meeting areas; and Waterdeep in general.

History: While traveling as a young man alone all throughout the North, Durnan became known as "the Wanderer." Soon after he met MIRT, the two of them became fast friends and companions.

When Mirt decided to "retire" to Waterdeep, Durnan did so as well, not having the heart to continue adventuring without his friend. Later, Mirt and KHELBEN asked him to become one of the secret Lords of Waterdeep.

He also is the leader of the Red Sashes, a group that supposedly opposes the efforts of the Lords. In actuality, it also works for justice, but does so in ways that the paladins among the Lords would not condone. The group's false reputation often brings Durnan into contact with plots against Waterdeep, helping the Lords to foil many such schemes quickly.

Motivations/Goals: Durnan hates injustice and unfairness, but is tolerant of the differing opinions of others. As such, he often serves as one of the "voices of sanity," reining in the more strident views of the lawful good Lords.

Campaign Uses: A shaft leads from the Yawning Portal Inn down to Undermountain, the labyrinth that lies beneath the city. The PCs could get involved in fighting some creature that finds its way from Undermountain to the inn, or perhaps find the shaft themselves. Or they could get involved with the activities of the Red Sashes, and might be invited to join the covert group if Durnan is sufficiently impressed with them.

Source: *City of Splendors.*

Elminster

Human male 29th-level mage; one of the Chosen of Mystra
ARMOR CLASS: 6 (3 w/*ring)*
MOVE: 12
HIT POINTS: 96
THAC0: 12
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic good
STR 13, DEX 18, CON 14, INT 18, WIS 18, CHA 17

Spells (7/7/7/7/6/6/6/6/6): As one of the Chosen of Mystra, Elminster knows and can cast virtually any spell (he is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). He generally disdains conjuration and summoning spells, but aside from that personal preference has a knack for carrying precisely the magic he needs to deal with whatever situation he may encounter. A typical assortment of spells might include: 1st— *burning hands, charm person, color spray, hypnotism, identify, magic missile, shield;* 2nd— *forget, hypnotic pattern, levitate, magic mouth, mirror image, ray of enfeeblement, web;* 3rd— *blink, fly, hold undead, protection from normal missiles, secret page, slow, suggestion;* 4th— *charm monster, confusion, massmorph, minor globe of invulnerability, polymorph self, Rary's mnenomic enhancer, stoneskin;* 5th— *avoidance, Bigby's interposing hand, dismissal, hold monster, passwall, teleport;* 6th— *disintegrate, inscribe*, legend lore, mass suggestion, Tenser's transformation;* 7th— *forcecage, limited wish, power word stun, prismatic spray, spell turning, statue;* 8th— *Bigby's clenched fist, maze, mind blank, prismatic wall, Serten's spell immunity, symbol;* 9th— *Elminster's evasion*, foresight, imprisonment, meteor swarm, shape change, worldwalk*.* (See also "Bonus Spells" below.)

Weapons of Proficiency: dagger; dart; quarterstaff. (Although he has used many other weapons in his life, his skills with most of them have deteriorated through lack of practice.)

Nonweapon Proficiencies: In his hundreds of years of life and possessing the photographic memory that he does, Elminster can be considered to possess any proficiency common in the campaign.

Equipment: In his tower in Shadowdale, Elminster has such vast wealth that any mundane item he does not already possess can simply be purchased.

Magical Items: Elminster's store of magical items is extensive. He is known to commonly don a *necklace of missiles,* a *ring of protection* +3, and a *ring of regeneration.* And he almost never goes anywhere without taking along his personal *Elminster's eversmoking pipe*.*

Combat/Tactics: Elminster has been a fighter, a thief, and a priest (a priestess, actually) before he became a mage. However, all the skills he picked up in those classes have been neglected over the years and are no longer available to him.

As a mage, he fights with any magical items he has, then with spells and his Chosen powers, and, if all else fails, he'll use his psionic abilities. (If psionics is a part of the campaign, Elminster has 266 PSPs and access to all attack and defense modes.)

Allies/Companions: The Harpers; the other Chosen of Mystra (especially the SIMBUL, his paramour); Lhaeo (see the end of this entry); and good people everywhere.

Foes/Enemies: Numerous evil organizations (such as the Zhentarim, the Red Wizards of Thay, and the Shadowmasters), and any who would use magic to subjugate others.

Appearance: Elminster appears as a gray-bearded man of weathered visage, gruff tone, alert, dancing eyes, and nondescript attire. He is almost always smoking a meerschaum pipe that is spouting some vile blue or green smoke.

Personality: A natural storyteller, Elminster is normally a witty, clever, and very charming man. He can be imperious, grave, and terrible, however, and furthermore is a consummate actor. He rarely reveals the full extent of his true nature to anyone who is not an extremely close friend. He can portray himself as a trickster, a rake, a stern father figure, or any other stereotype he wants to assume, depending on what he wants to accomplish or what reaction he wants to elicit from those around him.

Locales Frequented: Shadowdale. Elminster rarely travels the Realms anymore unless some dire need arises. If he leaves the vicinity of his home, he's much more likely to be found hopping between worlds and planes of existence than he is to be encountered in another part of Faerûn.

History: Elminster's hundreds of years of life are impossible to summarize in a compendium such as this one, but a brief review of the basics follows.

Archaic records attest to the fact that a son named Elminster was born more than 1150 years ago to Elthryn, the lord of the village of Heldon, and his wife Amrythale. His family was killed by a Shadowmaster named Undarl, one of the magelords of the ancient kingdom of Athalantar. Taking up his father's broken sword, Elminster became a brigand and a thief at the ripe age of 12.

He soon realized that he had no taste for killing, and gave it up when he went to become a burglar in the city of Hastarl, the capital of Athalantar. It was here that Elminster first met that era's Magister, the wizard who bore the mantle of Mystra's power. When asked if he was interested in learning sorcery, Elminster refused.

After many adventures, Elminster was visited by Mystra, the Goddess of All Magic. She tarried with him and left the awestruck Elminster with the message that he should learn of magic and worship her.

Soon thereafter, while he was still a young adult, perhaps to further widen his worldview, Elminster became Elmara, priestess of Mystra. This change also allowed him to move within his enemies' circles without their knowledge.

After more adventures, Elmara was at last ready to become a mage, and Elminster reappeared. In the time that fol-

lowed, he learned much about magic from the sorceress Myrjala—reaching the point where he could finish taking his revenge against the evil magelords who had usurped the kingdom. After a terrific battle, Elminster persevered and assumed the throne of Athalantar.

However, no sooner had he gained the kingship than he passed it one to one of his friends, Helm, a knight of Athalantar. Elminster stated that he had wanted to avenge his family's death, not become a monarch.

As he and Myrjala left the kingdom, the sorceress revealed herself to be Mystra. She offered to make Elminster one of her Chosen, and he readily accepted.

Many of Elminster's adventures following this time are undetailed, but it is known that he visited such places as Cormanthor, the Towers of Song, and Myth Drannor before its fall and stayed some 20 years. For years more he traveled, and only he (and perhaps Lhaeo) knows what transpired.

He also served as a foster parent to three other of Mystra's Chosen some 600 years ago: Syluné, Storm, and the woman who hundreds of years later would become his paramour, the Simbul.

It is also suspected that he had something to do with the founding of Waterdeep, or at least with the organizing of the city's Lords.

The next major adventures Elminster took part in for which records exist were the events of the chaotic Time of Troubles.

He was instrumental in forming the Rangers Three, who aided him in recurring battles with the mysterious Shadowmasters during this time. Elminster also took time out to defend Shadowdale from an army of Zhentarim led by the avatar of Bane. The avatar and Elminster did battle in the old mage's tower, and both were caught up in the spell that Elminster had called upon to dispose of the avatar. Elminster was originally thought to have been destroyed, but when he later reappeared it became apparent that he had merely been transported to another plane of existence for a time.

In his absence, the foes of good tried to rally, but the other Chosen, the Knights of Myth Drannor, and the Rangers Three held them at bay until he returned.

With the present crisis averted, all seemed calm, but the Shadowmasters had other ideas. Elminster and the Rangers Three, along with their allies, managed to frustrate and foil the plans of this race of shapeshifters. Elminster also confronted the overgod, Lord Ao, over his instigation of the Time of Troubles while innocents were being killed.

As the critical moment of the Time of Troubles approached, Mystra knew of what was to come and she shed most of her power into another, a mortal, so that all of her essence would not cease to exist. (This mortal was the mage Midnight, who went on to become the new manifestation of Mystra.) Since Elminster (among many other mages) obtained his power from Mystra, this change left him personally powerless

at a critical juncture. He recruited one of the Rangers Three, Sharantyr, and they equipped themselves from Elminster's cache of magical items, which would still function.

The two of them were later reunited with the other two members of the band, Itharr and Belkram, but even the Rangers Three could not prevent Elminster from being wounded in battle. Despite this setback, Elminster and the Rangers, along with their allies, not only freed High Dale and defeated Manshoon of the Zhentarim, but they also outlasted the Time of Troubles, and Elminster regained his magic.

What Elminster is currently up to is not known, though it is rumored that he has been meeting in some far distant plane to discuss matters of deep importance with wise and powerful mages of other worlds. Perhaps, in that world, some record of these conversations exists. . . .

In any case, the Realms and all its villains are sure to hear from the Mage of Shadowdale again.

Motivations/Goals: Elminster tries to keep as low a profile as his numerous foes will let him, preferring to work behind the scenes, drawing upon his centuries of life experience. He tries to maintain a sage's neutrality when he can. Even so, he is firmly committed to the promotion of good across the Realms. He has battled avatars before in order to preserve the Realms, and would do so again if the need arose. (He actually prefers to arrange some scheme so widespread carnage doesn't erupt.)

Campaign Uses: Elminster should be used very carefully, if at all, as a nonplayer character in a campaign. Don't allow players and their characters to use Elminster (or any of the other vastly powerful characters described in this book) to solve their problems for them. Elminster (and the others) work better when kept on the fringes of a campaign, offering occasional advice—or in Elminster's case, a snide remark—or giving vague but not misleading clues to get the PCs going in a particular direction.

Sources: The novels *Elminster: The Making of a Mage* and the "Shadows" trilogy. Elminster also makes cameo appearances in numberless magazines, game products, and other novels. Listing them all is impossible, but Elminster does play a part in the Avatar trilogy and the Finder's Stone trilogy. (See the source list in the back of this book for specific information on titles and authors of the works mentioned here.)

Unique Abilities

Spell Immunity: Elminster is immune to *magic missile, ESP, fireball, Evard's black tentacles, feeblemind, death spell, finger of death, power word blind,* and *imprisonment.*

Bonus Spells: In addition to his normal repertoire, Elminster can cast *spider climb, vocalize*, dispel magic, whisper blade*, ironguard*, ghostgrail*, the Simbul's synostodweomer*, the Simbul's skeletal deliquescence*,* and *Elminster's effulgent epuration** each once per day without having to memorize them or use any of their components.

Elminster's Tower

One of the oldest structures in Shadowdale, this nondescript two-story tower was abandoned when Elminster moved in. He renovated the building into its current status, detailed below.

The walls and mortar of the place are all heavily laced with lead to prevent certain magicks and certain creatures from entering.

On both the Astral and Ethereal planes, the tower is a sealed cylinder with no entrances. These features prevent any sort of planar shifting or teleporting from working within the tower unless Elminster speaks the proper command word first.

The entire tower acts as an *amulet of proof against detection and location,* and it also emits a *protection from evil, 10' radius* effect at all times. A sign at the foot of the path leading to the tower reads, "No trespassing. Violators should notify next of kin. Have a pleasant day."

The first floor of the tower is a general study and workroom. It has a few tables and chairs, but the most evident feature is the stacks and stacks of papers. Of every 100 papers, 99 are nonmagical. The magical ones may be minor variants of assorted spells, notes in some mystic script, or a tome or collections of long-lost spells. Many of the latter are unsafe to read *(very* unsafe). The remainder of the first floor is taken up by the kitchen.

The second floor contains a single bedroom. Because Elminster and Lhaeo seldom keep the same hours, having only one sleeping room is not a problem. The rest of the room has trunks of clothes (one of which contains splendid finery from Myth Drannor), wardrobes, shelves for personal effects, and more papers. A *wizard locked* trap door leads to the rooftop.

Elminster's Safehold

Little beyond the fact of its existence is known of this extradimensional place. It's likely that it is a well-fortified structure in its own pocket dimension. It has ample space for spellcasting and likely contains enormous wealth, an extensive library, a multitude of magical items, and numerous magical servants to protect all of the above. This is Elminster's ace in the hole; PCs should never find it on their own.

Lhaeo, NG hm M5/F2: AC 8; MV 12; hp 26; THAC0 19; #AT 1; Dmg by weapon; SZ M; Str 15, Dex 17, Con 14, Int 18, Wis 16, Cha 11.

Spells: With his master's entire repertoire to draw upon, it is safe to assume that Elminster's "young" scribe has access to any spell available to a mage of his level . . . and perhaps some that would be beyond the capabilities of an ordinary caster.

Magical Items: a *short sword of quickness* +2, emblazoned with Lhaeo's real family crest. The sword is kept hidden and is rarely drawn, much less used.

Personality: To all appearances, Lhaeo seems to be an effeminate fop of a man. Never standing or sitting up straight, he lisps in a high, lilting voice when he speaks. He avoids making eye contact with strangers.

Unknown to all but a few, this collection of traits is a facade Lhaeo has been keeping up for many years. In truth, he is keenly intelligent and quietly confident, and possesses a wry, quick sense of humor.

Appearance: With green eyes and pale brown hair, Lhaeo looks to be in his mid-20's. While the truth is that he's significantly older than that, few know his exact age.

History: Born the second son of King Alemander IV of Tethyr, Lhaeo was given into Elminster's care when he was six months old. His father sought to protect the boy from the intrigues of court, and to obtain for him the best possible education. Lhaeo's very existence was a secret—a secret that later kept the young prince alive. (Elminster told Lhaeo of his heritage when the boy 16 years old.)

Twenty years ago, when Lhaeo's family was deposed, all others who knew of his existence perished. Civil strife consumed Tethyr until just recently when a woman by the name of ZARANDA Star unified the fractious country. While Lhaeo's reaction to this news is unknown, he has made it clear in the past that he has no interest in ruling, preferring instead to remain the scribe to one of the foremost mages and sages in the history of the Realms. Lhaeo is quite skilled in the scribe's art, especially in cartography and calligraphy. He has been linked romantically with Storm Silverhand, also a resident of Shadowdale.

Fyodor

Human male 9th-level fighter
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 70
THAC0: 12
NO. OF ATTACKS: 3/2
ALIGNMENT: Neutral good
STR 17, DEX 15, CON 16, INT 12, WIS 12, CHA 13

Weapons of Proficiency: long sword (specialized); bastard sword; two-handed sword; club; quarterstaff; 1 open.

Nonweapon Proficiencies: animal handling (horse); endurance; blacksmithing; riding, land-based (horse); singing; survival (wilds of Rashemen); 1 open.

Equipment: standard adventuring gear.

Magical Items: none.

Combat/Tactics: Fyodor is a member of the small, elite group of Rashemaar warriors who truly are berserkers. Rashemaar berserkers are a variant of the berserker described in *The Complete Fighter's Handbook.* Most of these warriors enter their frenzied state by means of self-hypnosis and the ritual consumption of *jhuild,* an intoxicating drink.

Fyodor is one of a very few Rashemaar who can enter a battle rage without the need for any of the usual rituals. Unfortunately, this also means that (at the time of this writing) he has no control over when he enters his berserk state. In the past, simply witnessing a battle between strangers has caused him to fly into a frenzy. Fyodor, like all other Rashemaar berserkers, gains a +5 bonus on reaction rolls involving other Rashemaar and a +3 bonus when encountering members of other nations or societies that have berserkers. In encounters with all other characters, Rashemaar berserkers suffer a –3 penalty to their reaction rolls.

Going berserk requires one full turn. A berserker may be engaged in combat during this time, meaning that one can begin the process in the first round of combat, fight for 10 rounds, and enter his berserk state in the 11th round.

If no enemy is present when the Rashemaar berserker is ready to enter his frenzy, he may "hold" it until an enemy presents itself, or up to a maximum of five full turns. In other words, if no enemy appears within an hour of the warrior initiating the process, he reverts to normal, suffering adverse effects as if he had been berserk (see below).

A berserker in his frenzy maintains that state until all visible enemies are disposed of. This applies even to wounded foes who are unconscious or prone but not dead. If a foe is obviously alive, the berserker continues to fight.

While berserk, a warrior gains the following benefits:

— A +1 bonus to attack rolls, a +3 bonus to damage rolls, and 5 additional hit points.

— Immunity to the wizard spells *charm person, friends, geas, hypnotism, irritation, ray of enfeeblement, scare,* and *sleep,* and the priest spells *charm person or mammal, cloak of bravery, command, enthrall,* and *symbol.*

— Immunity to KO results from the punching and wrestling rules, and only half damage from all such attacks.

— A +4 bonus to saving throws vs. the wizard spells *blindness, charm monster, confusion, hold person,* and *Tasha's uncontrollable hideous laughter* and the priest spells *hold person* and *hold animal.* A berserker who fails his saving throw vs. *charm person* (cast by either a wizard or a priest) simply considers the caster as an ally, but will not necessarily protect the caster at the risk of his own life.

— The *emotion* spell doesn't affect the berserker unless the *fear* option is used. If so, the berserker gains a saving throw vs. spell. If the save is successful, there is no effect. If it is failed, the berserker is prematurely brought out of his frenzy. All aftereffects of the frenzy (see below) go into effect immediately. The *fear* spell has the same effect.

— The spell *finger of death* functions normally against a berserker—but the magic does not take effect until after the warrior comes out of his frenzy.

The frenzied state is not without its price, though. The berserker also has all the following hindrances.

— The –3 reaction roll penalty noted above.

— The character can use no ranged weapons.

— While he is frenzied, the character's Wisdom and Intel-

ligence scores both suffer a –3 modifier.

— The berserker must fight each opponent he engages in battle until that foe falls. Switching targets from one attack to the next is not possible, with one exception (see below concerning the *taunt* spell).

— If another character enters the berserker's field of vision or takes an action that could be interpreted—or even misinterpreted—as an attack (such as pushing the berserker out of the way of a falling boulder from behind), the berserker must make a successful Intelligence check (incorporating the –3 modifier) or consider that person an enemy for the duration of his berserk state.

— During his frenzy, a berserker is unaffected by the priest spells *bless, heal, regenerate,* and all *cure wounds* spells. These spells may be cast on the berserker while in his state, but the magic will not take effect until he returns to normal.

— The *taunt* spell is automatically successful (no saving throw allowed), and the berserker immediately moves to attack the caster (the only exception to the "fight each opponent until that foe falls" stipulation mentioned above).

— When the berserker returns to normal, he immediately loses the 5 extra hit points he gained when he entered the berserk state (which might reduce his total to below 0). He collapses in exhaustion as if hit by a *ray of enfeeblement* and remains unconscious for a length of time equal to the time he spent in the berserk state.

In a campaign that uses psionics, Fyodor has the wild talents of Precognition and Sensitivity to Psychic Impression, and has 25 PSPs. This talent, referred to as his "Sight," is not under Fyodor's control (but can be a useful a tool for the DM). Perhaps if he can control these powers, Fyodor also can learn to master his berserk rages.

Allies/Companions: LIRIEL Baenre, QILUÉ Veladorn.

Foes/Enemies: The drow who seek him and Liriel, and the *windwalker* magical item they carry; the Red Wizards and the Tuigans (from his past).

Appearance: Fyodor is normally clad in layers of warm fabrics and a dark cloak of wool. He typically carries his large, blunt sword of dark metal and a 3-foot cudgel. He has broad, chiseled features, straight dark hair, and stands just under 6 feet tall.

Personality: Fyodor is a simple man; he was merely trying to recover an item his people lost when he got caught up in events much beyond his former experience. He is very concerned about his inability to control the onset of his berserker rages. He worries that he may someday attack a friend while in a frenzy.

His approach to responsibility and duty is uncomplicated and straightforward, whether he is working a forge or battling enemies. He tackles any task set before him and perseveres until the job is accomplished or until he is forced to admit failure. Fyodor is a natural storyteller, and often turns to the ancient tales and legends of his homeland to find solutions to his problems. He is driven to ever greater heights of accomplishment by his rages, his Sight, and his devotion to his dear friend Liriel.

Locales Frequented: The wilds of Rashemen; Waterdeep; Skullport of Undermountain; and Ruathym.

History: By the time Fyodor was 19 winters old, he had already fought against the Tuigan Horde and become a champion of his people of Rashemen. He then embarked on a quest to recover a magical item that belonged to the witches of Rashemen, his home's rulers and mages of great power. (This is the *windwalker* amulet, about which more is said in Liriel's entry.) The device appears as a dagger in its sheath, and is rumored to have the ability of serving as a storehouse of magical energy for a limited period of time. Fyodor coveted the item because he was told he might be able to use it to control his berserker rages.

His travels brought him into several meetings with the dark elf Liriel, and they eventually became reluctant allies. Fyodor introduced Liriel to the amazing diversity of the surface world. Together, they traveled to Waterdeep and Skullport in an effort to gain the item they both now sought. With the aid of Qilué and the priestesses of the Dark Maiden, they defeated the drow forces that sought the item themselves. Though Fyodor fell in the battle, he survived and accompanied Liriel on her journey to Ruathym.

Motivations/Goals: Fyodor is on his quest of manhood—his *dajemma* —and has chosen to accompany Liriel on her travels. (As he put it when explaining it to Liriel, *dajemma* is "a journey to far places, so we may see and understand more of the world.") Ultimately, he desires to return the *windwalker* to his people.

His personal motivations regarding Liriel are unclear at this time. While he finds her strikingly beautiful and he has found that they do have much in common, he is unsure of the course their relationship will take.

Campaign Uses: Fyodor is the perfect NPC for a campaign; he has some background but is still in the process of developing into the hero he could become.

He will most likely be accompanying Liriel if encountered by PCs, but he could be met on his own. Perhaps he has been separated from her, and asks the PCs to help him find the lady mage he has been traveling with (not mentioning that she happens to be a drow!).

Or, he could feel compelled to leave Liriel if he continues to be unable to control his rages. Maybe, in such a case, he could seek out the PCs for assistance; they may have a spell or magical item that (unbeknownst to them) might help him bring his violent nature under control. Perhaps, if he sees fit to leave her side, he would be interested in arranging for the PCs to watch over Liriel in his place, since he feels that his continued presence could endanger her.

Sources: *Daughter of the Drow, Spellbound.*

Galvin

Human male 11th-level druid
ARMOR CLASS: 4
MOVE: 12
HIT POINTS: 60
THAC0: 14
NO. OF ATTACKS: 1
ALIGNMENT: Neutral (good tendencies)
STR 14, DEX 18, CON 17, INT 13, WIS 17, CHA 11

Spells (7/6/5/3/2/1): 1st— *animal friendship, entangle, cure light wounds, detect poison, detect snares & pits, faerie fire, shillelagh;* 2nd— *barkskin, charm person or mammal, goodberry, heat metal, slow poison, warp wood;* 3rd— *call lightning, hold animal, locate object, plant growth, stone shape;* 4th— *call woodland beings, neutralize poison, plant door;* 5th— *commune with nature, spike stones;* 6th— *stone tell.*

Weapons of Proficiency: scimitar; club; spear; dagger.

Nonweapon Proficiencies: animal lore (bears, hawks); fire-building; herbalism; healing; religion (worship of Silvanus); weather sense.

Equipment: Light pack of adventuring gear.

Magical Items: *Harper pin*.*

Combat/Tactics: A peaceful man by nature, Galvin tries to avoid combat and often feels guilty after defending himself. If he is pressed into combat, Galvin uses his *shapechange* ability, commonly taking the form of a cave bear or a tiger.

Allies/Companions: BRENNA; WYNTER.

Foes/Enemies: The Red Wizards of Thay, particularly Zulkirs Maligor and Szass Tam, and any who would harm the wilderness.

Appearance: Galvin has long, blond hair, green eyes, high cheekbones, and a fit body from more than two decades of living in the wild. He dresses in soft leathers.

Personality: Very uncomfortable in any urban environment, Galvin is at peace in the wilderness. He has no use for urbanites who enter the wilds unprepared; in such cases, he can be abrupt or even rude. Normally, Galvin cares only for his mission and the state of the wildlife in the vicinity. If either appears to be endangered, he becomes tense and terse. He's not above simply picking up and carrying a companion he feels is slowing him down. Also worth noting is the fact that he is a strict vegetarian.

Locales Frequented: The wilderness of Thay or Aglarond, though his duties as a Harper could take him far—but not into a city if Galvin has anything to say about it.

History: Born to a pair of thieves in the city of Skuld, Galvin was orphaned at the age of seven when his parents were hanged for their crimes. He fled to the woods, where he eventually learned and grew to love the ways of the forest.

His mission into Thay, along with the centaur Wynter and the wizardess Brenna Graycloak, was to find out what Maligor, the Zulkir of Alteration, was up to. The heroes learned that

Maligor's goal was to take over the gold mines that provide the Red Wizards much of their operating capital. He was transforming natural creatures into darkenbeasts to serve as his troops.

After infiltrating the city of Amruthar, the heroes fell afoul of the Zulkir of Necromancy, Szass Tam, who also was interested in Maligor's activities. When he learned of the Harpers' mission, he re-equipped them and sent them after Maligor.

Upon reaching Maligor's vacant tower, Galvin found the cages where the animals to be transformed into darkenbeasts had been kept, and was horrified at the conditions he found. He finally found Maligor in the mines, where Galvin took the shape of a darkenbeast, attacked the evil wizard, and then used druidic magic to collapse the ceiling atop both of them. Maligor was apparently crushed, but Galvin managed to escape.

During this adventure Galvin and Brenna grew quite close, but both realized that neither could give up his or her chosen lifestyle. The pair parted sadly, vowing to remain friends.

Motivations/Goals: Galvin works to preserve the wilderness by acting in the Harpers' behalf, so he can see that evil threats to the wild places of the world are expunged.

Campaign Uses: Galvin could be found in the wilderness of Thay or Aglarond, or the Harpers could have him working elsewhere. If any of the PCs are Harper sympathizers, he may ask their aid, especially if undead are involved.

Sources: *Red Magic, The Code of the Harpers.*

Giogi Wyvernspur

Human male 4th-level fighter

ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 26
THAC0: 17
NO. OF ATTACKS: 1
ALIGNMENT: Lawful good
STR 13, DEX 14, CON 15, INT 11, WIS 9, CHA 12

Weapons of Proficiency: fencing foil (specialist: type P, 1d6+2/1d8+2); dagger; horseman's mace; 1 open.

Nonweapon Proficiencies: animal handling (horses and donkeys); gaming; heraldry; riding, land-based (horse); 2 open.

Equipment: standard adventuring gear (all very expensive and durable), and the "most comfortable boots in all the Realms" (knee-high, wide brimmed, traveling boots—certainly not proper attire for a noble gentleman to wear).

Magical Items: A magical belt pouch that turns anyone (other than Giogi) who opens it into a donkey for 1d100 hours; a collection of potions such as *healing* and *heroism;* and the *Wyvern's Spur* (see below for details). Giogi did possess the *Finder's Stone* for a period of time before Finder destroyed it.

Combat/Tactics: Giogi's tactics, like so much about him, tend to be simple and straightforward. Once, when confronted with a group of some 20 kobolds, the young fighter simply drew his foil and charged into combat, all the while quite certain that he couldn't handle so many of the foul little creatures.

That incident speaks more of Giogi's courage than his grasp of combat tactics. If faced with the prospect of endangering his own life for the sake of a friend or a family member (even one he doesn't like) or one he's pledged to protect, Giogi thinks nothing (well, not much) of the risk and takes whatever actions he can to secure the other's safety.

Allies/Companions: Cat (LG hf M6), his wife; OLIVE Ruskettle; his large, noble (in lineage, if not bearing) family.

Foes/Enemies: Flattery Wyvernspur.

Appearance: Tall (6'3") and quite thin, Giogi has a long face, sandy brown hair, tanned skin, and muddy brown eyes. For some reason, he bears no resemblance to the rest of clan Wyvernspur, since they all possess thin lips, hawklike noses, pale skin, blue eyes, and dark hair. Giogi dresses well (and expensively), but has no use for uncomfortable apparel. On his missions for King Azoun, comfortable clothes and a good pair of boots are among the few luxuries that are guaranteed to him.

Personality: Though appearing to be a foppish fool, Giogi has much about him that others (his family included) would do well to emulate. Unlike most of his relatives, Giogi is kind, compassionate, honorable, truthful, and very chivalrous to women. While he knows his way around important social circles, most of the people he encounters in those situations tend to make him uneasy. He occasionally misses subtle irony, jokes, or sarcasm in conversation, responding to such comments honestly. Realizing that witty repartee is not his strongest suit, he tends to remain silent and tries to be inconspicuous during family gatherings and in other unfamiliar public places. He is much more comfortable on the road, on his own, or in the company of his wife and close friends. Only then does Giogi's personal honor, caring nature, and compassion truly shine through.

Giogi seems to suffer an inordinate amount of bad luck (only some of which he has brought upon himself). Such incidents can be traced back to his childhood, when he accidentally released an efreet from its bottle in his uncle's lab, or the time when he leapt off the roof using only pigeon feathers in an attempt to fly, or the time he got locked inside the family's crypt (not his fault). Unlucky incidents have continued to plague him as an adult. Episodes include losing his aunt's pet land urchin in a supply wagon of His Majesty's Purple Dragons (he had no idea how much an urchin could eat) and the time he went skinny-dipping in the Wyvernwater on Midwinter Day (he was inebriated when the idea of a nice swim struck him).

These events, and Giogi's penchant for finding adventure in (and out of) the king's name, make the young man the black sheep of the Wyvernspur clan and a fool in the eyes of many of his relatives. Despite this handicap, Giogi struggles

on, striving to do the right thing by others and serving his family's best interests, if not their wishes.

Locales Frequented: Cormyr, Westgate, and surrounding areas (on missions for King Azoun).

History: Giogi's grandest adventure began when he was summoned to return to the family home at Castle Redstone in Immersea. The *Wyvern's Spur,* a family heirloom and reputed key to the continuance of the Wyvernspur line, had been stolen from the family's crypt beneath the castle, and the family had been called together by its matron, Giogi's aunt Dorath.

Giogi's uncle was sure that the spur's thief was still trapped in the catacombs. He convinced Giogi to go below, explaining that only a Wyvernspur could survive down there because the guardian of the crypt would destroy anyone else.

Giogi entered the catacombs with the burro he had named Birdie—not realizing that this was actually Olive Ruskettle, who had been turned into a donkey when she opened Giogi's magical purse. Once inside, Giogi (and Birdie/Olive) met the crypt's guardian, a giant, shadowy wyvern; some stirges; a bugbear; some kobolds; his cousin Steele; and a female mage (and duplicate of Alias) named Cat—though not in that order. Cat claimed to have been sent by her "master," Flattery, to steal the spur, but she had found it already missing.

After enduring several perils, they returned to the surface without finding what they sought. Giogi promised to protect Cat from Flattery, who she feared would be enraged when he found out she had failed to get the spur.

Olive, after resuming her true form when the effect of Giogi's purse wore off, discovered that she possessed the spur inside a small *bag of holding* that had belonged to her friend and fellow thief Jade before a man (later determined to be Flattery) killed her for attempting to pick his pocket. (Jade also was one of Alias's duplicates. Since Finder Wyvernspur created Alias, the redheaded warrior was his "daughter"—and therefore, all of the duplicates Phalse had created were also members of the Wyvernspur family and thus could survive in the catacombs.)

Olive, posing as a Harper "investigator," passed the spur into Cat's possession, telling her it was a magical talisman. Olive hoped that Cat had the same *misdirection* effect that protected Alias from magical detection, which would prevent Flattery from locating the mysterious *spur.*

Steele also sought the *spur.* Suspecting that Cat possessed it, he threatened her with a dagger and ordered her to empty her pockets. She complied, and he found the spur still wrapped in the cloth that Olive had used to hide its appearance from Cat. With the opportune arrival of other members of the Wyvernspur family, Cat was able to use her magic to recover the spur and deliver it into Giogi's hands.

From the guardian of the crypt, Giogi had learned of the *spur's* powers. It was capable of turning those family members favored by "Seluné's Kiss," a term often used to refer to lycanthropy, into wyverns of the largest size and an unusual red color. It seemed that one Wyvernspur in each generation is kissed by Seluné, and Giogi's father had been the last to use the *spur.* Giogi learned to transform himself by concentrating on certain dreams he'd had since childhood—dreams of flying, diving on prey, and consuming that prey.

Flattery, determined to prevail, attacked and kidnapped Dorath and Giogi's newborn niece. He left behind a ransom note demanding that Giogi meet with him to surrender the spur and his wayward "servant" Cat in return for the release of his aunt and the infant, and Giogi complied.

When they met, Giogi convinced Flattery to let Dorath bring the spur to him. Unbeknownst to Flattery, Dorath also had been kissed by Seluné, though she had refused to use the gift. Giogi prompted her to use the *spur* to rescue the infant and escape. Dorath did so, after which Giogi and Cat battled Flattery and his undead minions. Olive arrived on the scene after Dorath had escaped with the baby, and she returned the *spur* to Giogi. He assumed wyvern form, and Flattery fled the scene—only to reappear in the form of a great blue dragon. He and Giogi engaged in a fierce, airborne battle to the death.

Giogi won the battle, his family's admiration, and the love of Cat. They were married soon thereafter.

Motivations/Goals: Giogi's goals are to serve his family's best interests (and the memory of his father, the last user of the *spur),* serve his liege (he holds the title of Royal Envoy to the court of Azoun), and make his wife happy and safe.

Campaign Uses: Giogi could be encountered in a campaign in any number of ways. If the PCs are in or near Cormyr, they may encounter him on a mission for the king or his family (or even when on vacation with his wife). If there are thieves of questionable morals in the party, they may view this fop as a plum of a target (especially if Giogi has been drinking).

Giogi could engage the PCs' services if he is up against some foe he can't handle himself. If the PCs are known in Cormyr and Azoun's court in Suzail, they may be asked by Azoun or Vangerdahast to work with or, at least as likely, rescue Giogi.

Sources: *Azure Bonds, The Wyvern's Spur.*

Unique Item

The Wyvern's Spur: When used by a member of the Wyvernspur family who has been "kissed by Seluné," this mummified wyvern's spur allows that person to take the form of a large wyvern (AC 3; MV 6, Fl 24 (E); HD 13; hp 104; THAC0 7; #AT 2; Dmg 2d8/1d6 + poison; SZ G; see MONSTROUS MANUAL™ tome, page 366, for full details). This wyvern is unlike others in two ways: It is red rather than the normal gray or brown, and it is 100% immune to all magic.

The user of the *spur* can retain this shape for as long as he desires. The object is an artifact and thus is very difficult to destroy. Note that the *spur* provides no nourishment, and if the user retains wyvern shape for a significant period of time, he'll need to eat as much as a normal wyvern to satisfy his hunger.

Gwydion

Human male 20th-level paladin of Torm

ARMOR CLASS: -4
MOVE: 12
HIT POINTS: 123
THAC0: 1
NO. OF ATTACKS: 2
ALIGNMENT: Lawful good
STR 16, DEX 18, CON 16, INT 14, WIS 15, CHA 17

Spells (3/3/3/3): As a follower of Torm, Gwydion has major access to the spheres of All, Astral, Combat, Divination, Guardian, Healing, Protection, Summoning, and Sun, and minor access to the spheres of Charm, Elemental, Necromantic, and Weather. Spells that he prefers or that he most often finds it necessary to carry include the following: 1st— *cure light wounds, detect magic, remove fear;* 2nd— *find traps, silence 15' radius, wyvern watch;* 3rd— *call lightning, dispel magic, protection from fire;* 4th— *abjure, cure serious wounds, detect lie.*

Weapons of Proficiency: long sword; dagger; hand axe (thrown and wielded); morning star; long bow, flight arrow; bastard sword; short sword.

Nonweapon Proficiencies: armorer; blind-fighting; direction sense; fire-building; fishing; navigation; religion (worship of Torm); riding, land-based (horse); rope use; set snares; survival (subarctic wilderness); tracking; weaponsmithing.

Equipment: standard adventuring gear; holy symbol of Torm.

Magical Items: Titanslayer, a +5 *holy avenger* long sword; *field plate armor* +2.

Combat/Tactics: Gwydion tends to eschew missile combat in order to bring Titanslayer into play. He'll certainly use his bow or other missiles when tactics demand, but he knows that he can serve Torm and protect Rinda best with the holy avenger in his hand.

Allies/Companions: RINDA; the churches of Torm; Oghma (the god whose amulet shields Rinda from all detection and scrying); Mystra.

Foes/Enemies: Cyric, his minions, and clerical organizations devoted to the evil god.

Appearance: Gwydion is 32 years old, of medium build, and has short, light brown hair and blue eyes.

Personality: Gwydion has been through much, but has again found faith in himself and in his deity, Torm the True.

He has fallen from grace, foundered, and died, and was given a second chance at life after he rediscovered his faith. As such, he's likely to be stern but forgiving to others who are as he once was. As a paladin of the god of duty and loyalty, Gwydion will brook no threats or other perils aimed at Rinda. In fact, the two are kindred spirits, and their relationship could develop if they were to appear together in a campaign.

Locales Frequented: unknown

History: Born to a blacksmith in Suzail, Gwydion was dubbed "The Quick" early on because his fleet feet bore him out of many dilemmas . . . his feet, and his wavering faith. Once a Purple Dragon under King Azoun IV of Cormyr who served in the crusade against the Tuigan Horde and nominally a worshiper of Torm, Gwydion lost faith in his god and the causes for which he fought and became a sell-sword.

On one of Gwydion's mercenary outings in the land of Thar, his party was wiped out by an axe-wielding giant, who chased Gwydion into a small cave. There, Gwydion had a false vision of Torm that was in reality inspired by Cyric, then the God of Strife, Murder, and Death. Holding high a leg bone he thought to be an enchanted sword, Gwydion charged back into battle against the giant—and was quickly crushed to death.

Things only got worse from there. His one-time lord, Torm, could not rescue Gwydion's spirit from Cyric's City of the Dead because Gwydion had given up his faith. In an appearance before the two gods, Gwydion failed the test of bring able to read one of the two words inscribed on Torm's gauntlets. ("Duty" was written in every known language on the back of the right gauntlet, "Loyalty" written in every known language on the back of the left.) Cyric had Gwydion entombed on the wall of the Faithless, which surrounds the City of Bones, as a punishment for involving the god of duty.

As Gwydion learned, there are three types of creatures in

Cyric's realm in Hades. The first, known as denizens, are those who had worshiped Cyric while they lived. Upon their passing, these spirits were "rewarded" with horrid new bodies and made to serve the Lord of Strife. The second type are the faithless—people who in life did not believe in any of the gods. They were chained to the Wall of the Faithless. The third kind, the False, were those whose faith was not strong or true enough to allow them entrance to any other god's realm. This meant that their souls stayed with Cyric, since one of his aspects at that time was the God of the Dead.

Gwydion, along with the denizens and the rest of the False, was made to search the City of the Dead for the spirit of Kelemvor Lyonsbane, a warrior hero from the Time of Troubles and Mystra's lover before her divine ascension. When he was a mortal during the Time of Troubles, Cyric had used his enchanted short sword *Godsbane* to kill Kelemvor. The sword held the warrior's spirit captive. Ironically, Cyric's own sword hid the spirit of the one the God of Strife hated most of all.

When Cyric needed inquisitors to enforce his new orthodoxy in Faerûn (specifically in Zhentil Keep), the god snatched Gwydion and equipped him with power-armor constructed by the god Gond Wonderbringer. Against his will, Gwydion found himself back in the Realms, compelled to kill heretics in Cyric's name.

At one point Gwydion confronted Mystra, the Goddess of All Magic who had been known as Midnight when both she and Cyric had been mortals, and Mystra and Gwydion did battle on a bridge over the River Tesh. She defeated him and took him captive, bearing him to Gond, who removed the power-armor. Gwydion then became an agent of Mystra and returned to the City of the Dead, where he sought to end Cyric's rule. Single-handed, Gwydion faced and defeated Dendar the Nightserpent, and thereby released the stored nightmares of all of the denizens in Cyric's realm. He then led the rebellion against his former master, storming Bone Castle itself in the center of the city.

For his bravery and suffering, Gwydion was given a second chance by Torm to read the words on the god's gauntlets, and this time he succeeded. As a reward, Gwydion was returned to life and sent to follow and protect Rinda, guardian of the *Cyrinishad,* to keep her and it out of evil hands.

Motivations/Goals: Gwydion's current goals are twofold: to serve Torm and the other gods in opposition to Cyric's schemes, and to protect Rinda and guard the tome she carries, the *Cyrinishad,* from the mad god's minions.

Campaign Uses: Gwydion would most likely be encountered with Rinda (if the events in *Prince of Lies* have already taken place in your campaign, and he has found her). Or, he could be met while he is still searching for her; at the end of *Prince of Lies,* he had been tasked by Torm to protect Rinda, but it was up to Gwydion to actually find the young woman.

Sources: *Prince of Lies, Ruins of Zhentil Keep.*

King Janol ("Pinch")

Human male 10th-level thief

ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 48
THAC0: 16
NO. OF ATTACKS: 1
ALIGNMENT: Neutral
STR 13, DEX 18, CON 12, INT 17, WIS 14, CHA 13

Weapons of Proficiency: dagger; short sword; lasso (see *The Complete Fighter's Handbook,* pages 94, 95, 98); sling.

Thief Abilities: PP 55 (10), OL 40 (10), F/RT 95 (20), MS 95, HS 95, DN 30, CW 60 (20), RL 30. Numbers in parentheses reflect Pinch's abilities after his hand was crippled. Not only can he find and remove traps, but he can reset them with the same chance. Since he has the *dwarven delocker* (see below), Pinch does not have to use his open locks ability if he chooses not to.

Nonweapon Proficiencies: appraising; disguise; reading/writing; sign language (thieves' hand signals); gaming; riding, land-based (horse); 4 open.

Equipment: Pinch the master thief wears dark clothes to help him go undetected in darkness. In a wrist sheath is a razor-sharp, short-bladed bung knife for quick cutting. He also carries at least three other daggers, with one concealed in his boot top. One of these is a skene, a slim-bladed dagger that has a leather-wrapped handle and well-oiled blade. He carries an oil lamp, but also has pocketfuls of candles to use as backup light sources. At his side is a small pot with a glowing coal to reignite his lamp if necessary. Inside one boot is a special packet of tools that are wrapped in soft, well-oiled leather smelling faintly of dried fish and cologne. The packet contains a small collection of rods, marles, plades, probes, and saws. One rod telescopes out to the length of a spear, and is handy as a long-range probe. The marbles can be rolled out on a level surface and observed closely to determine if the floor suddenly begins to tilt. Pinch also carries silken cord for climbing, chalk to mark his way in a confusing environment, and a crowbar for heavy break-in work.

As King of Ankhapur, Janol no longer carries all these objects with him, although he could have any of his servants retrieve them for him at any time.

Magical Items: Pinch's skene is a *dagger +1.* He also possesses a *dwarven delocker,* a slender magical rod of dull bronze. When it is touched lightly to the outer surface of a lock, the tip of the rod transforms into a key that will open that lock and then "melts" back into a simple cylindrical shape soon thereafter until the next time it is needed.

Combat/Tactics: The tactics Pinch/Janol uses will vary,

depending on whether the character shows up in an adventure as a master thief or as the ruler of Ankhapur. If he appears as the king, Janol suffers a –2 penalty on his attack roll because he must attack with his off hand. His weapon hand (the right one) is useless for grasping or for any sort of work that requires manual dexterity.

If used as a master thief NPC, Pinch does not enter a fight blithely; he prefers to observe and evaluate his opponent first to determine whether he has a particular weakness. This "thieves' courage" has served Pinch well.

When in melee, Pinch is a dirty, no-holds-barred fighter. His favorite weapon is a dagger that weaves in his hand as though it were a cobra preparing to strike, and if he has an opportunity he uses a dagger in each hand. If he strikes, he does not hesitate to twist the blade savagely, causing twice as much damage. He is also proficient in punching and kicking, and has no qualms about planting his foot between an opponent's legs. Pinch also improvises with anything at hand, and will fight with bottles, ceramic jars, or anything else readily available. His favorite punch is an uppercut. A favorite tactic is to slam his arm into his opponent's chest, knocking the breath out of him. While his victim is thus helpless and winded, Pinch pins him against the wall, slowly cuts his shirt away, and coldly murmurs exactly how he is going to kill him.

Allies/Companions: Because Pinch is very suspicious of people, he does not have a large following like the usual thief guildmaster. He only has four close companions: Sprite-Heels; Therin; Brown Maeve; and Lissa, each of whom is described briefly at the end of this entry.

Foes/Enemies: Pinch and his gang have a number of theoretical or potential enemies whose treasure chests have been emptied or pockets picked clean. The vast majority of them will never find out who victimized them without some form of magical assistance.

King Janol has very few obvious enemies, since his scheming half-brothers were all killed by the lich Manferic. But he may have adversaries he is not yet aware of, since Ankhapur is a city of intrigue and is filled with nobles who would like to better their positions. The priestly guardians of the *Cup* and the *Knife* (see "Unique Items" below), might discover that Janol once stole those revered items and could seek retribution.

Appearance: Pinch is presently in his early 40s, 6 feet tall, and thin. His leathery, lined face has sad, pouchy bags under his eyes and folds around his neck. Even so, he is somewhat handsome with a well-formed chin and high cheekbones. His eyes are hazel, and his salt-and-pepper hair is long and curly. His fingers are long and flexible.

If Pinch appears as Janol, the Lord of Ankhapur, it will be obvious that the ruler's right hand is crippled. The best Janol can do is curl the fingers of this hand into a weak, clawlike grip. Burned into the palm of this hand is a permanent scar in the form of a rising sun, the result of Pinch's having grabbed and used the *amulet of the Dawnbreaker* (see below).

As the leader, or "regulator," of his group of thieves, Pinch dresses very well (strong but supple leather over a high-quality cloth tunic and leggings) and keeps himself clean. As the ruler of Ankhapur, Janol wears royal robes and other such regalia.

Personality: Pinch is a curious blend of psychological and emotional characteristics, due largely in part to his upbringing (see "History" below). On one hand, he can be unequivocally cold and ruthless. Even though he has warm feelings for his closest companions, he would not hesitate to sacrifice any of them to further his goals.

Janol despises hypocrites, especially the plotters and toadies who hang around the royal court. Because of what he experienced earlier in his life, he is much more comfortable around common people, whom he feels are more honest.

One of his greatest attributes is his ability to keep his head and think clearly under adverse circumstances or when he is at a disadvantage. When someone tries to terrorize him by confronting him with a superior enemy, he looks on the event as an opportunity: his adversary has just given him a chance to discern which enemy should be struck down first. Janol has great faith in his ability to improvise his way out of a situation. Even when his essence was trapped in a magical gem and then in a lich's body, Pinch kept his fear in check and never allowed himself to sink into despair.

Pinch loves the challenge of danger. On the most perilous

of missions, he relishes the rush of adrenaline and the joy of the risk. If some task or some barrier looks insurmountable, he will leave and return on the following day to try again. He is tenacious and will not give up.

Janol's view of life is cynical, and he is suspicious. He believes that the respect of others is meaningless, because it is false or at best transitory, and that the only thing that matters is gaining power and thereby taking advantage of the fear that power can bring. He learned this attitude from his evil father Manferic and has lived by it for a long time, but has recently begun to temper his cynicism and his lust for power with some degree of moderation in both respects.

He is skilled at manipulating people to get them to serve his own ends. He finds priests the easiest targets for this tactic, since their rigid adherence to their codes of ethics makes them so predictable. He has no compunctions about stealing from thieves, since for a thief there is no more satisfying target to rob than another one.

Pinch's quick, shrewd mind enables him to plan well, figure out plots within plots, and put small pieces of information into a coherent picture. It also gives him the ability to lie smoothly, plausibly, and without any pang of conscience. Occasionally (15% chance) his voice will slip into a smooth monotone when he lies, giving the listener a clue that something is not quite right about what he is saying.

Pinch listens more than he speaks, because he believes that "talk kills thieves." When around opponents, he will quietly figure out their strengths and weaknesses. He never acts surprised when he receives information that is useful.

Pinch is an audacious con artist. When caught redhanded with the *amulet of the Dawnbreaker* in his possession, his quick thinking and glib tongue convinced Lissa that he had just retrieved it from some other thieves and was bringing it to her. He then talked her into agreeing that he should receive a huge reward from her temple for doing so. And finally, he persuaded her that he should hold onto it for safekeeping!

When going into battle, Pinch and his gang members shout "Clubs," which is their battle cry. When Brown Maeve yells this word, it is her signal that she is about to unleash a *lightning bolt* or some similarly disruptive magic.

Pinch has great esteem for Tymora, the goddess of luck, and Mask, the god of thieves. After his hide was saved by the *amulet of the Dawnbreaker* on two occasions and the priestess Lissa on one other, he probably also has developed an abiding respect for Lathander.

Locales Frequented: As Pinch, the Dwarf's Pot Inn, located in Elturel. This is a cheap place, and it is so smelly that it hides even the odor of the sewers. As Janol, the city of Ankhapur and its immediate environs.

History: Janol was born the bastard son of King Manferic III of Ankhapur and Lady Tulan, lady-in-waiting to the queen. Manferic was an evil, plotting mage whose wife was supposedly barren, but after the birth of Janol, she bore him four other sons. He never acknowledged that he was Janol's father, but instead spread the story that the babe was the son of a knight who was carried off by a swamp troll, and that the mother had died in childbirth. Actually, the mother was thrown into the catacombs beneath the palace and "given" to the quaggoth named Ikrit. Manferic assumed that Ikrit would destroy her, but the creature befriended Lady Tulan and became her protector.

Manferic proclaimed Janol to be his royal ward and ensured that he was educated and was provided with a good life (including, among other things, fencing lessons). Known as "Little Jan" during his childhood, Janol grew up among Manferic's arrogant sons, and he felt as though they treated him like he was an unwelcome household dog. As a youngster, Janol started developing his thieving skills by sneaking around the royal kitchen to filch treats when the cooks weren't looking. He started developing his manipulative skills when the princes would play at being coronated, and Janol found it easy (and fun) to goad them into fights. As he grew older, he would sneak out of the palace, go into the city for some tomfoolery, and get back before the curfew horn sounded. Eventually he learned the fine arts of the cutpurse's trade in Ankhapur. When he was about 25 years old, the princes drove him out of Ankhapur, and Janol fled to Elturel, where he further developed his thieving skills, became known as Pinch, and became the regulator of his own small gang.

Right after he stole the *amulet of the Dawnbreaker,* Janol was forced to return to Ankhapur by Cleedis, the royal chamberlain who had been sent by Manferic. Manferic had died in the meantime, but had been transformed (willingly) into a lich. Pinch was tasked by the undead lord to steal the *Cup* and the *Knife* (see "Unique Items" below) and replace them with fakes. Eventually the lich's plot became clear: he displaced his evil soul into Pinch's body and killed his other four sons. His intent was to use his magical power to disguise himself in a strong, living body and continue to rule as as a sort of regent. This plot was foiled when Pinch (whose soul was in the lich's body) and his friends arrived at the coronation. The cleric Lissa used *dispel magic* to get Pinch's soul back into his own body, and Pinch used the *amulet of the Dawnbreaker* to destroy the lich.

Motivations/Goals: As the master thief Pinch, his goal is plain and simple: to make money, and lots of it. As King Janol, his goal is to rule well and rid the kingdom of hypocrisy. He will probably want to use his resources to help Sprite-Heels deal with his blindness and Brown Maeve overcome her alcoholism.

Campaign Uses: Regardless of whether he appears in the persona of Pinch or King Janol, plenty of opportunities present themselves to integrate this character into an adventure or a campaign-scope situation.

If the PCs' party includes one or more thieves who are not affiliated with a guild (and a guildmaster) already, and the adventurers make their way to Elturel, those thieves could come into the employ of Pinch, who may be fed up with Therin's

latest ploys at seizing power or Maeve's blundering drunkenness. As such, he may turn to assigning important missions to the party members who are now members of his gang. What the missions are depends on the direction the campaign is meant to take. A very resourceful DM could build an extended adventure around the plot of King Pinch and have the PCs be the individuals who accompany Pinch to Ankhapur.

In any scenario involving King Janol, it must be kept in mind that Janol's hand is crippled—but nonetheless, he has an entire realm to run. One possible adventure revolves around the idea that Janol wants Sprite-Heels' sight restored. Since the halfling's eyes were physically destroyed, clerical help is of no use. The PCs are tasked with finding some other means of restoring the halfling's sight. This could involve a scavenger-hunt type of adventure in which they gather in several items that Brown Maeve will use to construct "magical eyes," or it could be a quest to go to the Moonshae Islands to capture a faerie dragon that will implant illusions into Sprite-Heels' mind, which will duplicate sight. (For an example of this, see the Moonshae trilogy, where a faerie dragon does this very thing for a blinded unicorn).

Source: *King Pinch.*

Sprite-Heels (CN ham T7): This chubby halfling prankster is fond of ale and cheese. He typically squanders his loot on homey comforts, rather than anything practical. Being a very good cheater at gambling games, he typically begins by hustling marks for drinks, which he loses. When he challenges his opponent to games for coin, however, Sprite-Heels has an amazing turn of luck and wins consistently (aided considerably by his loaded dice). He also has a tendency to run off at the mouth without engaging his brain, and he often verbally snipes at the other members of the gang. Being impulsive, Sprite-Heels can not resist an adventure, no matter how rash, and he enjoys a good story. Unfortunately, Sprite-Heels was blinded by the lich Manferic, and since then he has been much more subdued than before.

Therin (N hm T6): Therin is the strongman of Pinch's thieves. He is a swarthy Gur (a gypsylike people) who had been a "stooge for a fortune-teller" when Pinch added him to the gang. He is a big, overmusculed man (Str 17) with farmboy good looks (Cha 16). Concealed under a scarf on his neck are scars from a hangman's noose that Pinch and company barely rescued him from. He is armed with a blackjack, a skene in his boot, and a long sword. Therin has an ambitious streak and has tried (unsuccessfully) to challenge Pinch for leadership of the gang. If Pinch had to sacrifice one gang member, Therin would be his first choice.

Brown Maeve (N hf M9/T2): Maeve is a bit older than Pinch, but appears considerably older due to her overindulgence in strong drink. She has long, thin, graying brown hair, and her skin is blotched, and marked here and there with veins. Maeve's deteriorating condition has endangered a few missions, and Pinch has resolved to get her dried out at the first opportunity. She is often used to scope out "marks," magical traps, and guardians of treasure, and often she and Sprite-Heels pose as mother and child. Her *detect magic* and *ESP* spells have helped the gang on more than one occasion. In combat, going *invisible* is her first reaction to danger, but she has offensive capabilities *(lightning bolt, magic missile,* and *pyrotechnics).* Maeve loves a sad story, especially if a free drink is coupled with the tale.

Lissa (LG hf P6): This young priestess of Lathander is the newest of Janol's allies. She was originally sent to track down the thieves who stole the *amulet of the Dawnbreaker* from the Temple of the Morninglord in Elturel. She has beautiful brown hair and nice features (Cha 16), and she is very dedicated to her faith. She is also gullible (Int 10), and was actually persuaded by Pinch that he had found the stolen *amulet* and deserved a reward. In melee, Lissa wears chain mail armor and wields a *mace* +2 with a fury.

Unique Items

The Cup and the Knife: The *Cup* is a large goblet sharply chiseled from perfect black quartz. Around its lip is a band of gold studded with faceted rubies. At its bottom is an enormous white pearl. The *Knife* is silver, cast as a single piece, and the handle is molded as a handgrip. The blade is ground to razor sharpness and it cuts through skin, flesh, and bone with ease (serving as a *dagger +4)* if used in combat).

These items are the traditional symbols of Ankhapur's royal power. Upon the death of the king, a claimant for the throne declares his right to the throne, cuts his wrist with the *Knife,* and lets several drops of blood fall into the *Cup.* After mixing wine into the blood, the claimant drinks the mixture; if he is indeed the next true king, a holy glow appears around his head.

The *Cup* and the *Knife* are kept in a tower within a central court inside the Temple of the Red Lord. The tower has several very nasty traps, including a magically animated tapestry that kills intruders.

Amulet of the Dawnbreaker: This artifact is a crude-looking lump of metal worn on a chain. It was made from a piece of the skull of the Dawnbreaker, a renowned prophet of Lathander, that was then wrapped in rare metals. Only those whom Lathander deems as faithful can call upon its powers. It can either blaze forth with the light of day, which destroys undead (the equivalent of a *sunray* spell), or it can blast out a searing wave of heat that fries living enemies (or friends). This latter use is the equivalent of a *control temperature* spell, except that the temperature automatically increases by 150 degrees, has a 50-foot-radius area of effect, and lasts 3 rounds. When it does the latter, the holder of the *amulet* suffers no heat damage but is permanently branded with Lathander's symbol in the palm of the hand, and from that point on, that hand is unable to hold or grasp anything. Priests of Lathander call this scar the "mark of the Morninglord," and give great respect to those (such as Janol) who bear it.

Keane

Human male 18th-level mage
ARMOR CLASS: 10
MOVE: 12
HIT POINTS: 36
THAC0: 15
NO. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 9, DEX 13, CON 15, INT 18, WIS 16, CHA 11

Spells (5/5/5/5/5/3/3/2/1): 1st— *burning hands, magic missile, shocking grasp, sleep, wall of fog;* 2nd— *blur, continual light, ESP, flaming sphere, ray of enfeeblement;* 3rd— *dispel magic (x2), fireball, hold person, lightning bolt;* 4th— *charm monster, ice storm, stoneskin, wall of fire, wizard eye;* 5th— *cone of cold, conjure elemental, teleport, transmute rock to mud, wall of force;* 6th— *antimagic shell, disintegrate, stone to flesh;* 7th— *banishment, finger of death, prismatic spray;* 8th— *prismatic wall, Serten's spell immunity;* 9th— *meteor swarm.*

Weapons of Proficiency: dagger; dart; quarterstaff; 1 open.

Nonweapon Proficiencies: ancient history (Moonshaes); etiquette; fire-building; fishing; heraldry; herbalism; reading/ writing; riding, land-based (horse); spellcraft; swimming; 6 open.

Equipment: standard adventuring gear when traveling; when at Caer Callidyrr, his access to all forms of mundane equipment is much improved.

Magical Items: *ring of fire resistance.* As a mage of his level and his status, it's likely that Keane has easy access to numerous potions, scrolls, and even wands and other charged items.

Combat/Tactics: Keane relies exclusively on his spells. He firmly believes in the idea of a devastating first strike to take the fight out of an enemy. He has been known to lash out at foes with a *meteor swarm* —in the royal court of the Isles, no less.

Allies/Companions: Queen ALICIA; TRISTAN; ROBYN.

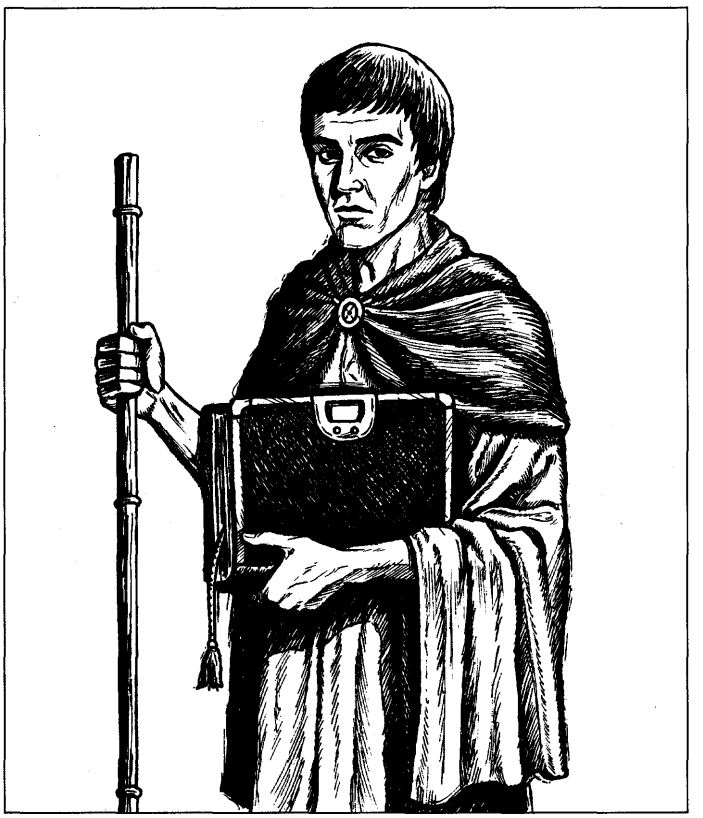
Foes/Enemies: Any who threaten the Isles or Alicia.

Appearance: Tall with heavy brows and brown hair, Keane is thin to the point of narrowness and pale. He is young for a mage of such power (in his early 30's), clean-shaven, and wears simple robes, often of brown or other earth tones.

Personality: Quiet, observant, and studious, Keane made the perfect "harmless tutor" for Tristan's two young daughters. Tristan and Keane concocted the story that he was a failed wizard who now worked only as the royal tutor. In reality a high-level mage charged with protecting his charges, Keane played the role of the quiet failure to perfection.

Now that the facade has ended, he has revealed himself as a man who believes in taking the fight to his foes. If a battle is joined, Keane readily casts the most powerful spell he has that won't harm his friends.

Locales Frequented: The Sword Coast (in his youth) and the Moonshaes and Evermeet (more recently).



History: Keane entered the story of the Isles when he began his service as the royal tutor. When Alicia went to investigate a Moonwell*, he accompanied her as nondescript protection.

During the course of this adventure, Keane's magely powers proved vital. He battled an iron golem, his ring saved the group from fiery dragon breath, and he helped Alicia and others defeat a dracolich and the scheme of an evil god. He later joined the battle against the Elf-Eater and traveled to Evermeet.

Finally, after an incursion of giants into the Isles was defeated, Keane confessed his feelings to Alicia and she seemed to reciprocate. It is entirely possible that Keane and Alicia have married since she became High Queen (five years ago), which would make him the High King of the Moonshae Isles.

Motivations/Goals: If Keane and Alicia have married, the wizard's concerns will be twofold: loving his wife and ruling and protecting his kingdom. He will likely pursue any personal goal with the same vigor and aggressive attitude that he displays in his spellcasting.

Campaign Uses: Several reasons could be concocted to explain why PCs would travel to the Moonshaes and seek out Keane. Perhaps one of his past mentors is a PC mage's current mentor, and the PC is sent to consult with Keane on some arcane matter, to deliver a message or an item, or to study under Keane for a time—he certainly has experience as a teacher.

Sources: *Prophet of Moonshae, The Coral Kingdom, The Druid Queen.*

Khelben "Blackstaff" Arunsun

Human male 27th-level mage; one of the Chosen of Mystra

ARMOR CLASS: –3
MOVE: 12
HIT POINTS: 74
THAC0: 14
NO. OF ATTACKS: 1
ALIGNMENT: Lawful neutral (strong good tendencies)
STR 14, DEX 16, CON 25 (16), INT 18, WIS 16, CHA 15

Spells (6/6/6/6/6/6/6/5/5): As one of the Chosen of Mystra, Khelben knows and can cast virtually any spell (he is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). It is speculated that he has personal access to more than 700 different wizard spells. A typical everyday assortment might include: 1st— *burning hands, charm person, detect magic, identify, light, read magic;* 2nd— *detect invisibility, knock, know alignment, locate object, mirror image, ray of enfeeblement;* 3rd— *clairvoyance, fly, haste, lightning bolt, protection from normal missiles, wraithform;* 4th— *charm monster, dimension door, minor globe of invulnerability, polymorph other, Rary's mnemonic enhancer, remove curse;* 5th— *contact other plane, dismissal, feeblemind, hold monster, passwall, telekinesis;* 6th— *chain lightning, death spell, disintegrate, project image, reincarnation, true seeing;* 7th— *control undead, duo-dimension, Khelben's warding whip*, limited wish, power word stun, teleport without error;* 8th— *blackstaff*, glassteel, mass charm, power word blind, polymorph any object;* 9th— *astral spell, Elminster's evasion*, energy drain, imprisonment, time stop.* (See also "Bonus Spells" below.)

Weapons of Proficiency: dagger; dart; quarterstaff; 2 open.

Nonweapon Proficiencies: an indefinite number, including ancient history (Waterdeep and the North); artistic ability (painting); fire-building; languages, ancient (several); reading/writing (Common and elvish); religion (worship of Mystra); riding, land-based (horse); spellcraft; weather sense.

Equipment: Blackstaff Tower in Waterdeep is full of all manner of equipment, both mundane and magical, from any number of worlds. Numerous spell books are among the priceless treasures within. All these items have their places, either on a shelf, in a chest, or in some pocket dimension (several of which seem to riddle the tower).

Magical Items: Khelben is considered to have the finest cache of magical items ever seen on the Sword Coast. Objects he is known to commonly carry are his black stuff (a *staff of power* with Khelben's own *blackstaff* spell cast upon it); *bracers of defense AC2;* a *ring of protection* +3, and any number of scrolls, potions, magical daggers, trinkets, and gewgaws.

Combat/Tactics: As an archmage, Khelben has little cause to enter melee. He uses his magical items, spells, and special granted powers (see below), in that order, to deal with his foes.

Allies/Companions: LAERAL Silverhand, his consort and helpmate; ELMINSTER; the Lords of Waterdeep; the Lords' Alliance; the Harpers; and the other Chosen of Mystra.

Foes/Enemies: The foes of peace and good in the Realms and in Waterdeep especially, ranging from the god Myrkul (who managed to enter Blackstaff Tower) to the Zhentarim, the Cult of the Dragon, the Shadowmasters, the Knights of the Shield, and far too many more to list.

Appearance: Khelben is a 6-foot-tall, well-muscled, bearded man with a receding hairline, black hair with silver streaks, including a prominent one through his beard, and a distinguished, imposing manner. He usually dresses in nondescript robes and is never without his trademark *black staff.*

Personality: Often thought to be humorless and grave, Khelben actually is neither. He simply finds it easier to deal with people if they are intimidated by or even frightened of him. He has had numerous apprentices over the years and likes to encourage young people who display an aptitude for magic. Wielding the Art can be a gravely dangerous business, however, and Khelben tries to instill appreciation of that fact in his pupils by keeping up a "stern taskmaster" facade.

In private, however, he is quiet and keenly intelligent.

With his lady love, Laeral Silverhand, he is gentle and loving. The few apprentices who, purposely or by chance, have been granted a glimpse of his private side—his roaring laugh, for example—have all been thoroughly unnerved by the experience.

The only side of Khelben that PCs are likely to see is that of the gravely wise tutor or stern archmage with much more important things to think about and do than deal with these younglings. If the PCs bring news of a threat to Waterdeep, the North, or the Realms in general, Khelben will go into action, planning countermeasures, seeking the aid of allies, and likely asking the PCs to continue in search of more information.

Those who know Khelben well sometimes refer to him as a spider in the center of a massive web of information, schemes, plans, and counterplans. While his web is centered on the City of Splendors, Khelben has placed tendrils across the North and beyond. Just as he's noted as a collector of magic and magical items, Khelben also is a hoarder of information. He's a firm believer in the credo, "A secret isn't a secret if you tell anyone." He commonly manipulates people and events with this exclusive store of knowledge; he'll never volunteer information that isn't specifically requested of him, for example.

Locales Frequented: Blackstaff Tower or other locales in Waterdeep. If on "business," Khelben could be encountered anywhere, even beyond the Realms themselves.

History: Khelben has a long history on the Sword Coast (no one knows his true age, but those in a position to make a guess put it at over 900 years). It is believed that he is of upper-class, if not noble, birth. Aside from his lady Laeral (and their apprentices), Khelben doesn't appear to have a family.

Today, he is considered one of the most powerful, knowledgeable, and influential archmages on the Sword Coast. While for many years it was not publicly known to be true, it was widely suspected by those in the know in Waterdeep that Khelben was one of the city's Lords, and thus had access to their meetings, magical items, and their own instruments of law enforcement, Force Grey and the Red Sashes. (See the *City of Splendors* boxed set for details on these two organizations.) Then, near the end of 1367 DR, Khelben shocked the city by showing up at a meeting of the Lord's Court—and immediately followed that by announcing his retirement! Now another form of speculation has arisen, suggesting that Khelben's resignation from the Lords was merely a ruse, part of some scheme that has yet to unfold.

Whatever his status as a Lord might be, Khelben remains deeply involved with the Lords' Alliance, an informal association of Waterdeep, Silverymoon, Sundabar, Neverwinter, and other "good" cities of the North that works to promote cooperation between its members and heighten the advance of civilization across the North. In addition, he has close ties to the Harpers and often recommends suitable apprentices for membership in that organization.

Some years back, Khelben was the one who stepped forward when the wizardess Laeral Silverhand fell under the sway of the evil artifact known as the *Crown of Horns*. He was able to break the magic of the artifact and release Laeral from the *Crown's* thrall after a huge spell battle between the two of them that destroyed part of the High Forest. (See the *City of Splendors* boxed set for more information.)

Khelben took Laeral under his wing and restored her sanity, which she had lost while under the *Crown's* power. Not long afterward, a deep and abiding love blossomed between Khelben and Laeral, and they are widely considered to be a "married" couple by most of Waterdeep's inhabitants.

It has been learned recently that Khelben, like his love Laeral, her six sisters, and Elminster, is one of Mystra's Chosen. (See page 136 for details.)

Motivations/Goals: Khelben's ultimate goal is the advancement of law and civilization across all of the North, also known as the Savage Frontier. To this end, he works with the Harpers, the Lords' Alliance, and with promising apprentice mages. Khelben is a master planner and is often busy planting seeds that may not come to fruition for years or decades.

Khelben's primary motivation is keeping Waterdeep safe and secure. As the Jewel of the North, the city plays a central role in many a villain's schemes. He uses his magic, his web of colleagues and informants, Laeral's connections in Undermountain, and his own links with the Harpers, the Lords' Alliance, and the Lords of Waterdeep to preserve the quality of his home.

Campaign Uses: If the PCs are adventuring in Waterdeep for any period of time, and especially if they use high-powered, area-effect magic spells in the city, they could well receive a chastising visit from Khelben. He'll be very stern about such dangerous behavior, but if the PCs apologize, make restitution, and swear to cast such magics no more while in the city, Khelben may get them off the hook with the city's other authorities. (That is, if the damage they did isn't too extensive.)

PCs involved with the Harpers, the Lords' Alliance, Force Grey, or the Red Sashes also could encounter Khelben. He might even recommend the PCs for membership in one of the above organizations if the PCs are of the right mind and manage to impress Khelben—not an easy task.

Sources: *Shadowdale, Tantras, Waterdeep, All Shadows Fled, Cloak of Shadows, Shadows of Doom, Once Around the Realms, City of Splendors.*

Unique Abilities

Spell Immunity: Khelben is immune to *magic missile, blindness, lightning bolt, ice storm, magic jar, death spell, forcecage, Otto's irresistible dance,* and *energy drain.*

Bonus Spells: In addition to his normal repertoire, Khelben can cast *gauntlet*, Alustriel's fang*, wraithform, minor spell turning*, Muirara's map*, antimagic shell, the Simbul's synostodweomer*, brain spider*,* and *sphere of wonder** each once per day without having to memorize them or use any of their components.

Laeral Silverhand

Human female 25th-level mage; one of the Seven Sisters and the Chosen of Mystra (Formerly 9th-level ranger)

ARMOR CLASS: –1
MOVE: 12
HIT POINTS: 86
THAC0: 12
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic good
STR 13, DEX 17, CON 25 (16), INT 18, WIS 18, CHA 17

Wizard Spells (5/5/5/5/5/5/5/5/5): As one of the Chosen of Mystra, Laeral knows and can cast virtually any spell (she is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). A typical assortment of spells for her, consisting mainly of defensive and information-gathering magic, might include: 1st— *burning hands, detect magic, identify, protection from evil, wall of fog;* 2nd— *alter self, detect evil, know alignment, locate object, web;* 3rd— *clairvoyance, hold person, invisibility 10' radius, slow, tongues;* 4th— *confusion, detect scrying, minor globe of invulnerability, polymorph self, remove curse;* 5th— *avoidance, fabricate, hold monster, seeming, sending;* 6th— *antimagic shell, contingency, globe of invulnerability, mislead, true seeing;* 7th— *limited wish, reverse gravity, spell turning, statue, teleport without error;* 8th— *mass charm, maze, polymorph any object, screen, Serten's spell immunity;* 9th— *foresight, Laeral's crowning touch*, prismatic sphere, temporal stasis, time stop.*

Priest Spells (2): The priest spells (gained while she was a ranger) that she prefers or that she most often finds it necessary to carry are *entangle* and *pass without trace.*

Weapons of Proficiency: dagger; dart; quarterstaff; long sword; short sword; long bow, flight arrow.

Ranger Abilities: HS 56, MS 70.

Nonweapon Proficiencies: an indefinite number, certainly including direction sense; endurance; etiquette; fire-building; healing; heraldry; herbalism; hunting; mountaineering; reading lips; riding, land-based (horse); singing; survival (arctic, mountain, and woodland); spellcraft; swimming; tracking (+3).

Equipment: As the Lady Mage of Waterdeep, Laeral has access to most sorts of mundane equipment.

Magical Items: A partial list of objects she carries or has immediate access to would include an *amulet of proof against detection and location, bracers of defense AC2,* a *ring of animal friendship,* a *ring of free action,* a *wand of magic missiles,* a *wand of paralyzation,* and a *wand of polymorphing.*

Her *bracers* are in the form of silver anklets, ornamented with tiny padlocks that are themselves a type of *Quaal's feather token.* These tokens each function at a touch and a command to become a *passwall* spell.

Combat/Tactics: While it has been quite some time since Laeral was forced to defend herself, she is more than capable of doing so. She prefers to do battle with spells rather than her ranger abilities. In combat, she makes much use of her offensive-capacity magical items, most specifically her wands. Her most potent ability in battle, however, is her unperturbable calmness. Laeral never loses control or allows goads, threats, or taunts to get the better of her.

Allies/Companions: KHELBEN; her Sisters; the Harpers; and the survivors of the Nine, an adventuring group Laeral led in her younger days.

Foes/Enemies: Evil mages who misuse magic, doppelgangers, and all who oppress those weaker than themselves.

Appearance: A slim, 6-foot-tall figure of a woman, Laeral is equally at home in adventuring leathers or long, splendid gowns for an evening at some Waterdhavian noble's party. Her long, silver hair is complemented by her large, emerald-hued eyes. She often wears a silver circlet (rumored to be magical by some, or a transformed *Crown of Horns* by others with suspicious hearts) to keep her hair from her lovely face. She does seem innocent of her beauty at most times, often blushing when paid an honest compliment (rather than some sycophantic flattering, which she always sees through).

Personality: During her earlier days of adventuring, Laeral was light-hearted, merry, fearless, and a hard drinker. She often went about under a variety of magical disguises, even to the point of impersonating her sisters on occasion. However, since her experience under the sway of the *Crown of Horns* (see Khelben's entry for more information), Laeral has become more thoughtful and contemplative. Her gentle manner and quiet diplomacy often provide a counterpoint to her consort's sterner approach. Charming by nature, Laeral is an excellent judge of character and (perhaps as a result) is a consummate actress.

Troublemakers and those who use deceit as a tool infuriate "Lady Arunsun," as she is most often announced at parties and other social gatherings. She believes that all intelligent races should work together rather than waste valuable resources spilling each other's blood. Laeral herself works to redress those wrongs done with magic misused.

Laeral loves to find, examine, and tune magical-item enchantments. PCs within trekking distance of Waterdeep who have an unknown magical item can do much worse than seeking out Laeral for analysis. Finally, despite all her other attentions, Laeral loves nothing better than helping others. As she is known to say, "There are no more weighty matters than helping a single being in need."

Locales Frequented: Waterdeep, Neverwinter, Silverymoon, Skullport, and Undermountain.

History: For general information on how six of the Seven Sisters came to be, see page 136. The text that follows here recounts what happened to Laeral after the death of Elué.

Custody of Laeral (and her sisters Dove and Storm) was taken over by Elminster. When her siblings left the Old

Mage for other pastures, Laeral stayed on, playing the role of "little sister" apprentice to the first of Mystra's Chosen before eventually leaving to join the Harpers.

Of the sisters who became involved with Those Who Harp, Laeral was the first to go out on her own. She founded a realm near what is now Luskan. This activity brought her into conflict with her sister Syluné, who sought to hold sway over the same area. Their conflict came to a head when they met on a hilltop for a spell battle that could have destroyed them both. Mystra was left with no option but to appear before them. The goddess explained the sisters' heritage to them and offered them the chance to become two of her Chosen. They gave up their personal concerns, accepted the honor and the challenge of being Chosen, and together traveled the planes for a time thereafter under Azuth's guidance.

After returning to Faerûn, Laeral was active in the North, giving rise to legends of the "witch," Laeral. Most folk believe that the modern Laeral took the name of the legendary sorceress, not realizing that "their" Laeral is that selfsame witch.

More recently, Laeral (under a different name) served as the leader of the Nine, an adventuring band that roamed the North. That is, until the vile *Crown of Horns* turned Laeral to evil and brought death and dissolution to the Nine.

Khelben took Laeral under his wing and restored her sanity, which she had lost while under the Crown's power. Not long afterward, Laeral became his consort and the chatelaine of Blackstaff Tower. Since that time, she has tutored many prominent wizards of the Sword Coast who served as apprentices in the Tower, and shielded those same apprentices from the worst of Khelben's blustery moods. Laeral can, as a result, call on the aid of many a potent mage across Faerûn if the need arises.

Motivations/Goals: Laeral works to maintain peace in the City of Splendors and the cities of the Lords' Alliance linked to it and, overall, Faerûn itself. To this end, her current goals include crushing the Zhentarim presence in the North and the Sword Coast, and getting Cormyr to join the Alliance. Laeral also is working to gain friends in Amn, her next target to join the Alliance, to be followed by Westgate and Luskan.

Most of Laeral's concerns are with people, though, not places or politics. She supervises the Tower's constant flow of apprentices. She also coordinates Harper activity in the city and keeps an eye on happenings in the Underdark, most especially in Undermountain (the vast complex beneath Mount Waterdeep) and its primary city, Skullport.

Campaign Uses: Laeral can be employed in your campaign while engaged in the pursuit of any of the above activities. Prominent among her interests is acting as a sort of liaison between Khelben and the Lords and the city's "underside." This reference is both figurative and literal, in that Laeral familiarizes herself with the thieves of the City of Splendors and the illicit deals made among the guilds and noble families seeking to undermine the city. Khelben claims the fact that no thieves' guild has been able to gain a permanent foothold in Waterdeep

is due to Laeral's efforts. The city of Skullport also gets much of Laeral's attention. She often wanders the city in magical disguise, posing as a powerful mage known as Irusyl Eraneth.

Laeral also can come into play when a more sympathetic ear than the one Khelben provides is needed. Indeed, many Waterdhavians benefit from Laeral's gentle pursuit of justice (with scrying spells and her own innate sense of character judgment) while avoiding the legal system altogether. Further, Laeral can call on Force Grey (a group of elite warriors and spellcasters in Waterdeep), the Lords, visiting Harpers, and even, on occasion, bands of good adventurers.

Sources: *The Seven Sisters, City of Splendors, The Code of the Harpers.*

Unique Abilities/Items

Spell Immunity: Laeral is immune to *shocking grasp, blindness, fireball, charm monster, feeblemind, chain lightning, spell turning, sink,* and *energy drain.*

Bonus Spells: In addition to her normal repertoire, Laeral can cast *spider climb, invisibility, wraithform, wizard eye, major creation, legend lore, prismatic spray, symbol, Mordenkainen's disjunction,* and *Laeral's crowning touch** each once per day without having to memorize them or use any of their components.

Laeral has employed the *permanency* spell on a *ring of fire resistance.* Although the ring was destroyed in the process, she now enjoys the continuous protection of such a device.

She is fascinated by magical items, and has developed the following abilities regarding such objects:

A base 70% chance of telling how many enchantments (not charges) an items bears, once she has handled (not activated) the object for a full 3 rounds.

A 60% chance to sense roughly what kind of effect the major or most powerful enchantment is concerned with (the school of magic and an idea of the process).

A 35% chance of discerning any linkages between enchantments. Laeral can tell when activating one power in turn activates another or is governed by a third magic.

A 20% chance of learning something about each of the item's secondary enchantments (if any). If the item is of a type she's familiar with, this chance rises to 40%.

If Laeral activates any power of an item while she is able to hold and observe it, her chance of learning about the item's other powers increases by 10%. She is also 90% likely to be able to sense all precise details of the power she's activated, including side effects and long-term processes, the number of charge's remaining in the item, and so on.

These abilities are linked to another skill that Mystra has granted to Laeral alone: the ability to affect any magical item that she comes into physical contact with. At will, once per turn, Laeral can cause an item to cease to function or to go wild, emitting random, chaotic effects for 1d4+2 rounds. (Consult the Wild Surge Results table in the *Tome of Magic* or choose random spell effects from the *Player's Handbook.)*

Lander

Human male 5th-level ranger
ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 36
THAC0: 16
NO. OF ATTACKS: 2 (two weapon fighting) or 3/2 (dagger)
ALIGNMENT: Neutral good
STR 16, DEX 18, CON 16, INT 14, WIS 16, CHA 15

Weapons of Proficiency: dagger; jambiya (a type of dagger having a double-edged and curved blade, damage 1d4/1d4); scimitar; composite short bow, flight arrows.

Ranger Abilities: HS 31, MS 40.

Nonweapon Proficiencies: endurance; healing; riding, land-based (horse); rope use; tracking (+1).

Equipment: dagger, jambiya, scimitar, compass, composite short bow and flight arrows.

Magical Items: a *Harper Pin**, a *dagger +1,* six *healing* potions, and an *amulet of language comprehension.* This last item is a diamond-shaped piece of gold jewelry that allows the wearer to speak, understand, and read one or more languages. Lander's amulet enables him to comprehend Bedine and D'tarig.

Combat/Tactics: In melee, Lander typically fights with two weapons (scimitar and either jambiya or dagger) with no penalties. He usually parries with the scimitar and makes killing lunges with the other weapon, though he has been known to fool an enemy by reversing the routine. He is also fearsome when unarmed; for game purposes, his skill at punching and wrestling means that he does 3 points of damage (including Strength bonus) and has a 50% chance of scoring a knockout on any successful attack.

Lander is a good scout with a sound sense of strategy and tactics, and during his service in the Anauroch desert made several timely suggestions to his Bedine comrades.

Allies/Companions: Florin Falconhand (a Knight of Myth Drannor); STORM Silverhand; Sheikh Sa'ar of the Mahwa tribe of Bedine (NG hm F9); RUHA, the Bedine witch.

Foes/Enemies: Although he has an abiding dislike of the Zhentarim (who have offered a 500 gp reward for him), his greatest enemies are the followers of Cyric.

Appearance: Lander is of average height and weight. In the desert he dresses in a loose robe over a light tunic of cotton. His left eye is bright blue, and his blinded right eye is covered by a black patch. He has long, golden hair and is about 25 years old at the time of his adventure with Ruha.

Personality: Lander is a practical man totally dedicated to the Harper cause. He remains focused on his task, although he can get frustrated trying to cope with Bedine tribal formalities. Like all rangers, he has a great love of the outdoors and nature.

While he is honest to a fault, he will stretch the truth if he can justify it in his mind (e.g., referring to a normal compass

as "magical" in front of Bedine tribesmen who have never seen such a thing before).

Even though it's outdoors, Lander finds the desert a bleak and lonely place and yearns for the green forests of Sembia. He is an ardent worshiper of Mielikki.

Lander serves well as a moral voice and conscience to someone who is straying toward acts that are questionable. While he will not necessarily interfere with that individual's freedom to make his own choices, he will certainly make them feel uncomfortable as they lean toward an evil choice.

Locales Frequented: Shadowdale; Archenbridge; the Anauroch desert.

History: Lander was born in Sembia. As a boy, he became very close to his merchant father and accompanied him on his many trading trips. His mother, unbeknownst to either of them, was a Zhentarim agent who intentionally married his father so that she could get valuable trading information for the Black Network.

She maintained her cover carefully by taking her son to swordsmanship lessons. While he was practicing, she would report to her Zhentarim superiors in another room. It was his mother who gave Lander a pet hawk that took his eye out.

When he was in his teens, his mother insisted on going with Lander and his father on a business trip, and she made a point of meeting all of the merchants. When his father became suspicious of this unusual behavior, he hired someone to follow her and discovered her treachery. He went to warn the merchants of Archendale of an impending Zhentarim attack and sent Lander to a friend in another town. When he was stopped by his mother and two other Zhentarim agents, she tried to talk Lander into joining the Zhentarim. As his answer, he killed the others, but let his mother go. She went to her Zhent masters and had his father killed. Later a Harper told him that his mother had died as well.

Lander resolved to become a Harper and was readily accepted into the group. Florin Falconhand himself pinned the Harper symbol on Lander's shirt, and the young ranger swore to wear it always over his heart.

Going to the Anauroch to help the Bedine was his first important Harper assignment. Carrying just a few weapons, coins, and some *healing* potions, he observed the destruction of various tribes of the Bedine by the Zhentarim and their asabi allies. He fell into the company of the Bedine witch Ruha and her young brother-in-law, Kadumi. Together they went through a series of adventures that culminated in the destruction of the Zhentarim presence in the Anauroch. This was largely due to the Bedine tribesmen eventually accepting the help of Ruha's magic and the expert tactical advice that Lander offered the Bedine.

During their adventures, Lander and Ruha became lovers. Both of them were looking forward to making a new life for themselves, but on the evening prior to the final battle against the Zhentarim, Lander was killed by a Bedine assassin using a poisoned blade.

Motivations/Goals: Lander's goal when he was alive was to find the Bedine and warn them of Zhentarim plots to enslave them. He wanted to help them retain their freedom.

Campaign Uses: Lander could appear in an adventure either as a living being who has not yet been to the desert, or as a wandering spirit who relentlessly prowls the Anauroch as a protector of the Bedine.

In the first instance, the PCs could meet Lander in the Dalelands when he is headed toward the Anauroch. Once they win his trust, Lander describes his mission and invites them to escort him to the desert. He is concerned that the Zhentarim may have learned of his mission and might ambush him along the way. If this comes to pass, a series of ambushes and pursuits could begin and last all the way to the Anauroch. If Lander dies before he gets there, perhaps the PCs will take up his mission.

In the second instance, the PCs are in or near the desert when they are approached by a ghostly apparition of Lander who advises them of a great danger threatening the Bedine. This danger can be a group of Zhentarim assassins going to kill his beloved Ruha or something much larger, like a huge blue dragon that has awakened and is terrorizing the desert. Lander's friendly spirit has come across several forgotten treasure troves while he has been wandering the desert, and if the PCs take care of the danger, he will be likely to share this information.

Source: *The Parched Sea.*

Liriel Baenre

Drow female 9th-level mage/8th-level fighter
ARMOR CLASS: 3
MOVE: 12
HIT POINTS: 46
THAC0: 13
NO. OF ATTACKS: 3/2
MAGIC RESISTANCE: 68%; +2 on saves vs. magic
ALIGNMENT: N (emerging good tendencies)
STR 13, DEX 15, CON 15, INT 17, WIS 14, CHA 16

Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment,* and *detect magic* once each per day.

Spells (4/3/3/2/1): 1st— *cantrip, change self, magic missile, shield, shocking grasp;* 2nd— *alter self, invisibility, ray of enfeeblement, web;* 3rd— *dispel magic, fly, lightning bolt;* 4th— *dimension door, extension I, stoneskin;* 5th— *extension II, passwall.*

Weapons of Proficiency: long sword; spear; bolas (dmg 1d3/1d2, possible entanglement; see *The Complete Fighter's Handbook);* dagger (wielded and thrown); "throwing spiders" (range as club; each does 1d6+1 points of piercing damage).

Nonweapon Proficiencies: dancing; direction sense; fishing; hunting; languages, modern (goblin and common); reading/writing (Undercommon); religion (worship of Lolth); spellcraft; 3 open.

Equipment: Standard drow adventuring gear.

Magical Items: *Drow elven cloak* and *boots.*

Combat/Tactics: A potent sorceress, Liriel also is skilled in melee, and her favorite missile weapons are the throwing spiders. Her only weakness is her Underdark heritage. She hasn't spent much time under the sun of the daylit world, and such brightness could hurt her eyes and hamper her reaction times.

Allies/Companions: FYODOR, QILUÉ, and the deep dragon she calls "Zip" (Zz'Pzora).

Foes/Enemies: The drow who seek the *windwalker* amulet and those who interpret her simple presence on the surface as an affront or attack.

Appearance: When traveling or adventuring, Liriel wears breeches and boots of simple leather, a silk shirt, and her drow chain mail. She is slim and slender, and usually wears her long white hair free but ties it up if she's expecting trouble.

Personality: Liriel is known for her ready laugh and a zest for life uncommon among drow. In her new surroundings on the surface, Liriel is enjoying herself thoroughly. The only time she is serious is in battle, when she reverts to being a ruthless drow mage/fighter.

Locales Frequented: Menzoberranzan and environs; Rashemen; Waterdeep; Skullport; Ruathym.

History: The daughter of Gromph Baenre, the archmage of Menzoberranzan, Liriel was extensively trained in the sorcerous arts. She had only recently reached adulthood (about 40 by drow standards) when she got involved with the machinations of followers of Vhaeraun, the drow god of thieves and trickery.

Having read of the surface world, Liriel became fascinated with it. Her interest grew even stronger when she acquired a mysterious magical item that had been brought back from the surface by a member of a drow raiding party. The item later became known as the *windwalker* amulet. She discovered that the *windwalker* amulet, while resembling a sheathed dagger, actually contained a tiny chisel that could be used to carve magical runes. She later met Qilué Veladorn, who showed her that other drow deities existed beyond Lolth.

After much trial and tribulation (and one heck of a battle in Skullport), Liriel, Fyodor, and Qilué's priestesses defeated an incursion of drow who sought the amulet. After this victory, she and Fyodor headed for Ruathym to learn more of the amulet.

Motivations/Goals: Liriel loves the adventuring life, which fits in well with her unquenchable desire to learn and experience as many different things as she can. She is still discovering all the wonders of the surface world, and for her these discoveries make the danger she is in seem less troubling.

Campaign Uses: Liriel can be encountered, most likely in Fyodor's company, wherever adventure leads them. This is a great opportunity to take an established NPC such as Liriel, detail more of her history, and add her to a campaign.

Source: *Daughter of the Drow.*

Mari Al'maren

Human female 6th-level bard
ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 32
THAC0: 18
NO. OF ATTACKS: 1 (melee)
ALIGNMENT: Neutral good
STR 12, DEX 16, CON 14, INT 14, WIS 13, CHA 11

Spells (3/2): 1st— *cantrip, jump, spider climb;* 2nd— *alter self, rope trick.*

Bard Abilities: CW 75%, DN 50%, PP 30%, RL 25%.

Weapons of Proficiency: light crossbow (specialized), long sword.

Nonweapon Proficiencies: local history (Harper lore); musical instrument (baliset, similar to a lute); reading/writing; riding, land-based (horse); singing; 2 open.

Equipment: Standard adventuring gear.

Magical Items: *Harper pin*.*

Combat/Tactics: Though she is relatively inexperienced in battle, Mari is developing a cool resolve that will help to ensure that her career with the Harpers is a long one.

Allies/Companions: CALEDAN; the Fellowship of the Dreaming Dragon (see Caledan's entry for details).

Foes/Enemies: The foes of the Harpers: the Zhentarim; the Cult of the Dragon; any others who would misuse their power; and the Shadowking in all his incarnations.

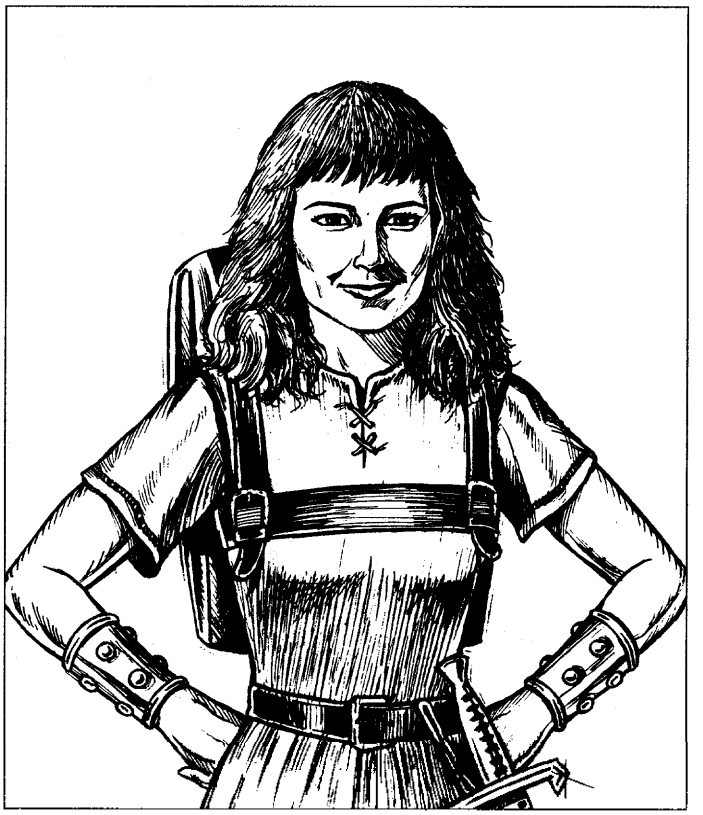
Appearance: Mari is not what most people would consider beautiful, thanks to a squarish jawline, but her warm smile and dark eyes make her attractive and betray her keen intelligence. She has auburn hair. Her favorite color is forest green, and she has vests and cloaks in that hue.

Personality: Quick to laugh and to anger, Mari can be nearly as sarcastic as Caledan, which could explain why they love each other so much. She is kind and patient with those who treat her the same way, but she can be just as rude in return when treated badly. A diligent Harper for whom the thrill of being a member has not yet faded, she is still in the habit of filing regular reports. She has found a purpose in life with the Harpers.

Locales Frequented: Iriaebor and wherever the Harpers (and Caledan) take her.

History: Orphaned by disease as a child in Elturel, Mari was raised by a Harper bard. She met Caledan in Iriaebor, on one of her first missions as a Harper. They learned that a Zhentarim leader known as Ravendas had taken over the city and was holding Caledan's son, Kellen.

Mari, Caledan, and the other Dreaming Dragon members succeeded in rescuing the boy and infiltrating the site where Ravendas was trying to unearth the Shadowking, a being of despicable evil.



On the verge of defeat, Mari tossed Caledan his set of pipes so he could fight the Shadowking by using his own shadow magic*. She was struck in the chest by a magical blast for her efforts, but Caledan did manage to defeat the Shadowking—until some two and a half years later, when he began acting strangely and finally ran off. Mari, Morhion, Ferret, and Kellen went off after him.

On their travels, they learned that with the old Shadowking gone, Caledan was evolving into the next evil master of shadows. Together, the heroes saved the man they cared for by killing the form of the Shadowking that Caledan had taken.

In a surprise to all, Caledan emerged unscathed from the ordeal. Now, Caledan, Mari, and Kellen, all three orphans in some way, hope to build a life as a family without any shadows hanging over them.

Motivations/Goals: Mari is committed to Caledan and Kellen and to the Harpers. What the future holds for this odd family is unknown. If Mari continues to work for the Harpers, she'll be just as diligent, but a bit less naive than before.

Campaign Uses: Mari could be encountered anywhere on a mission for the Harpers. If shadow magic, or even the hint of it, turns up somewhere, it's quite possible that Mari will appear and investigate.

Sources: *Crypt of the Shadowking, Curse of the Shadowmage, The Code of the Harpers.*

Martine

Human female 7th-level ranger
ARMOR CLASS: 1
MOVE: 11
HIT POINTS: 50
THAC0: 14
No. OF ATTACKS: 3/2 (one weapon) or 5/2 (two weapons)
ALIGNMENT: Chaotic good
STR 16, DEX 16, CON 14, INT 13, WIS 14, CHA 14

Weapons of Proficiency: dagger; long sword; composite short bow, flight arrow; long bow, flight arrow (specialized); club.

Ranger Abilities: HS 43; MS 55.

Nonweapon Proficiencies: direction sense; hunting; languages, modern (gnoll); reading/writing; riding, airborne (hippogriff); tracking (+2).

Equipment: Martine dresses in buckskin trousers, shirt, a fur half-cape, and leather boots. At one side is a sheath knife and a smaller dagger. On the other she wears a long sword. Her hands are covered with leather half-gloves, leaving her fingers free for her bow, but she has mittens available for cold weather. Her bow and quiver of arrows are slung across her back next to a stout wicker backpack of gnomish design. It carries her blanket, extra clothes, and a small satchel (see below). In battle, Martine dons her elven chain mail armor and small helm.

Magical Items: Martine owns a *long sword +1* that formerly belonged to her friend, the ex-paladin Vilheim. She also owns a small *dagger +1* (its blade is only 3 inches long) given to her by her former mentor, the deceased wizard Jazrac. Other magical items of Jazrac's she retrieved include four *beads of force,* a jar of *Keoghtom's ointment* (3 applications), and a 20-inch-wide satchel. This is *Smerznik's Super Satchel,* a unique magical item. When its leather straps are opened, a small hiss can be heard. It holds up to 27 cubic feet or 270 pounds of material, and it is in here that Martine keeps heavy treasure and mundane items (food, spare arrowheads, extra bowstrings, needles, thread, soap, and armor). She also has a *Harper pin*.*

Combat/Tactics: Like others of her profession, Martine is an excellent outdoor scout who can assess an enemy's strength and locations accurately. During her adventure close to the Great Glacier, Martine was permanently injured by the magical frosty blasts of the ice elemental Vreesar. This reduced her Dexterity to 16 (from 18) and her movement rate from 12 to 11. Even so, her archery skills are still well above average.

In melee combat Martine attacks fearlessly, screaming a bansheelike war cry that has often caused her enemies to lose heart and flee. She typically attacks with two weapons, using her long sword as her main attack, but she is extremely deadly with the dagger in her off hand. Trying to surprise Martine is not easy due to her extremely keen peripheral vision (surprised only on a 1 on d12), and she has been observed to drop to one knee, reverse her sword, and powerfully backhand her weapon into an opponent's body. Because of her mastery with her weapons, Martine often succeeds at hitting vulnerable spots (she can make a called shot on a roll of natural 19 or 20).

When unarmed, Martine is resourceful, not hesitating to pick up a stout tree branch and give an opponent a full roundhouse swing. If an opponent has a weakness, she will find it. For example, Martine was once about to perish in battle with a deadly ice mephit when she realized that it was vulnerable to her warm breath. As its teeth reached for her neck, Martine suddenly blew into its face, making it reel away from her in pain, and she dispatched it with her dagger.

Allies/Companions: VILHEIM; Jouka; Krote. (See the end of this entry for more information on Jouka and Krote.)

Foes/Enemies: Martine's greatest enemy was Vreesar, a very large insectlike ice elemental that came through a rift from the Paraelemental Plane of Ice into the Prime Material Plane. She destroyed him with the help of her companions. Presently, Martine's foes are those who stand in the way of Harper goals.

Appearance: Martine is 5 feet tall and about 25 years old. She has black hair that she wears in bangs across her forehead and dark blue eyes. An ugly scar across her back is a memento of a duel with a pirate captain. When she walks, she moves a little stiffly—another consequence of Vreesar's icy blasts.

Personality: Prior to her adventure in the Samek valley, Martine was a moderately experienced ranger who was afraid

of failure and extremely anxious to prove her worth to the Harpers. That mission made her realize that she was only one person who could only do so much, not everything. Now she knows that she has her limits.

Even so, Martine has a strong sense of duty to the Harper cause, and her neck tingles with excitement at the prospect of danger. She has never gotten rid of her curious streak. Once focused on a mission, she brooks no delays and wants to get on with it. When she is afraid, her fear feeds her adrenaline and brings out an incredibly strong will to survive.

She is happiest when in the wilderness, and she loves being close to the forest (where she feels the "spirit" of the woodlands), the mountains (which she calls "natural cathedrals to the gods"), and the sea, where she adventured for several years.

Even at rest, she is a nervous bundle of energy. When bored, she fidgets. If confined to a tight space, she wanders around like a caged cat. It is nearly impossible for her to relax when she is close to reaching her goal, and she cannot sleep well on the night before she leaves on a mission.

In conversation with a single person or a small group, she is very articulate and capable of sarcasm, but sometimes makes social blunders, especially around older, handsome men. For some reason, she is attracted to older men. Speaking to a crowd is another matter. When addressing a large group, Martine blushes like a schoolgirl, stammers, or chatters incessantly out of nervousness. Sometimes, all three things happen at once.

She is a fiercely loyal comrade in arms, believing in the kinship that all warriors share. She cares nothing about settling down to become a domestic person.

Martine has worshiped Tymora since her youth, but has paid more attention to the tenets of Torm since losing her friend Vilheim. She also respects the teachings of Lliira and Mielikki.

Locales Frequented: Shadowdale, particularly the Old Skull Inn; Sembia; the Sea of Fallen Stars.

History: Martine grew up in Sembia with a kind father who carved dolls for her and a mother who made dresses for the dolls. Her brothers were rowdy, always wrestling and making lots of noise, and one might surmise that Martine got many of her tomboyish mannerisms from them.

After leaving home, Martine became a ranger and had numerous adventures throughout the Realms, from the plains south of the Inner Sea to the Sea of Fallen Stars. It was in the latter area that she defeated a pirate lord in combat and claimed his magical long sword that she named "Sea Dog."

Eventually she met Jazrac, a mage of Saerloon, who sponsored her induction into the Harpers. Martine grew to fear her mentor's criticisms of how she performed various Harper missions. Initially she was sent only on missions that she felt were easy or that were undertaken with someone else's assistance. She did not feel like a "full-fledged" Harper.

Then Jazrac gave her something definitely important and difficult to do: a mission to the far north to close a portal to another plane. She sought out the gnomes of Samek valley to provide her with a guide for the final leg of the journey, but was turned down. Instead, Vilheim Baltson, a hermit who lived in the valley, went with her. This started a chain of events that resulted in a war between the gnomes and the Burnt Fur tribe of gnolls. The gnoll chieftain had been slain by Vreesar, an ice elemental who had come out of the rift and enslaved the tribe. During the fighting, Jazrac appeared but in a crucial moment fled the battle. He later redeemed himself by giving his life while fighting the evil elemental. It was only through the aid of the gnomes, Vilheim, and the gnoll shaman Krote that the ice elemental was destroyed and peace returned to the valley.

The adventure taught Martine the value of teamwork and the lesson that she could not do everything by herself. It also earned her the lifelong companionship of Krote.

Motivations/Goals: To do her duty as a Harper.

Campaign Uses: A petite human female with a gnoll as her companion would be sure to raise eyebrows wherever they are encountered. Traveling with a gnoll carries the obvious risk that people in most civilized areas will want to kill Krote outright. He might find himself captured by the ruler of a city, who then plans to do away with the gnoll in a public execution. Martine cannot overcome the guards by herself, so she might appeal to the PCs to help her rescue her companion.

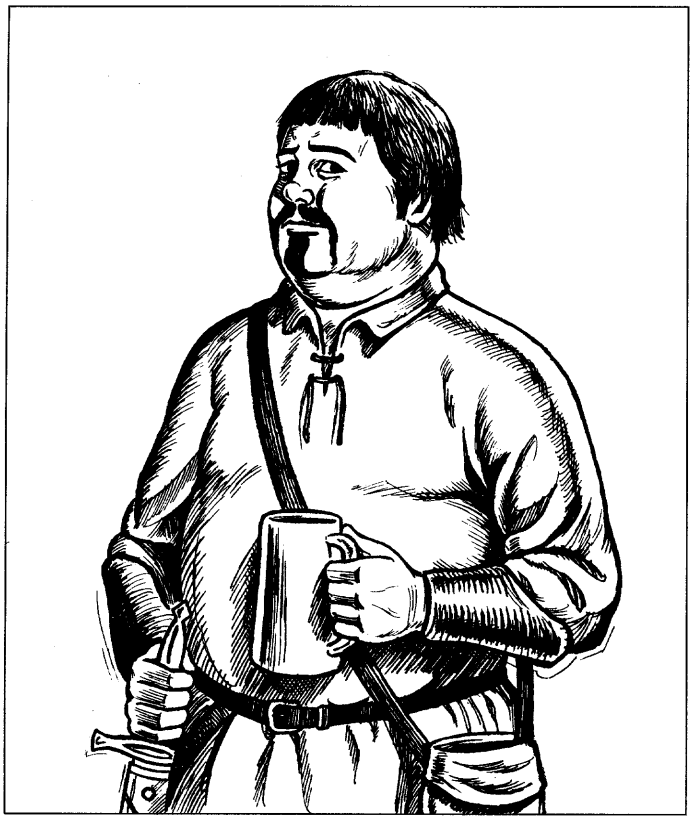
PCs who are Harpers or Harper agents could be assigned the task of checking on the magical wards that Martine set in place years ago to seal the rift. Martine and Krote would accompany the PCs because of their prior experience in the area. The rift indeed is open again, and what has come out is far worse than what the doughty ranger originally faced.

Sources: *Soldiers of Ice, The Great Glacier.*

Jouka (LN gm F6): In the adventure with Martine, this spirited gnome was decked out in a "badger-fighting suit," a set of head-to-toe armor fitted with sharp spikes. Jouka's favorite tactic is to grasp an opponent and pull it up against his armor (dmg 1d6+1), and then move his body to and fro, up and down, causing another 1d6+1 hit points of damage in each round thereafter until the hold is broken.

Krote Word-Maker (LN gnoll male C5): It was Krote who held open the mouth of the ice elemental Vreesar, enabling Martine to kill it by plunging Vil's long sword down its gullet. Since Krote had been banished from the Burnt Fur tribe, he elected to stay with Martine when their adventure had ended.

Krote is very thin for a gnoll, with a sunken muzzle and bony eye sockets. His skin is mustard brown, and his tattered ears jut through gaps in a dirty scarf wrapped around his head. He is proficient with the spear and the long bow. Gorelikk, the gnoll deity that he worships, has granted him the power to cast spells of up to 3rd level from the spheres of All, Animal, Divination, Healing, and Protection. He carries a *ring of teleportation,* previously owned by Jazrac and given to him by Martine.



Mirt

Human male 7th-level thief
(Formerly 11th-level fighter)
ARMOR CLASS: 1
MOVE: 12
HIT POINTS: 85
THAC0: 10 (as fighter) or 17 (as thief)
NO. OF ATTACKS: 3/2 or 1
ALIGNMENT: Chaotic good
STR 17, DEX 17, CON 16, INT 13, WIS 18, CHA 14

Weapons of Proficiency: long sword; dagger; footman's mace; war hammer; short sword; short bow, flight arrow; 4 open.

Thief Abilities: PP 60, OL 50, F/RT 50, MS 50, HS 40, DN 25, CW 80, RL 30.

Nonweapon Proficiencies: appraising; blind-fighting; endurance; fishing; gaming; juggling; local history (Waterdeep); rope use; seamanship; swimming; 1 open.

Equipment: An incredibly wealthy man, even for a retired adventurer, Mirt has access to almost any piece of equipment he can conceive of and commission.

Magical Items: *leather armor +4;* a *long sword +2;* a *ring of regeneration;* a *periapt of proof against poison +2; Lords' Effects*.*

Combat/Tactics: Mirt's tactics depend on circumstances. If he feels he's the best fighter present, he'll work to draw foes' attention to himself by shouting, bragging, and tossing opponents around. If he feels the others present can handle themselves, he'll try to get into position to backstab. More than one foe has underestimated his agility and stealth.

Allies/Companions: The Harpers; the other Lords of Waterdeep, especially his closest friend, DURNAN.

Foes/Enemies: The Zhentarim in particular, but any who threaten his friends, Waterdeep, or its good people.

Appearance: A fat, coarse-mannered man dressed in food-covered, casual attire is the most common image of Mirt. His face is round and red-nosed, his hair an ordinary brown color, and he walks with a (faked) hitch in his step.

Personality: Mirt often makes himself appear to be a hard-drinking, lusty brawler. In truth, he is a shrewd, romantic, even soft-hearted, yet practical person. His romanticism does overcome his practicality at times, though.

Locales Frequented: Durnan's Yawning Portal Inn, Blackstaff Tower, Piergeiron's Palace, and any of the alehouses, inns, and drinking establishments of the City of Splendors.

History: Mirt (whose birth name was Mertonius) was raised hearing the ballads of past heroes of the North. As he grew, he was drawn to the warrior's way and soon earned the nickname "Mirt the Merciless" on his way to becoming a enormously wealthy mercenary general. Along the way he met Durnan, and they soon became lifelong friends. Shortly after Mirt "retired" from active adventuring, he was invited by Khelben to become one of the Lords of Waterdeep.

Wanting to become closer to the people he now had a hand in ruling, Mirt gave up his profession as a fighter to become a thief (and eventually got the nickname "the Moneylender"). He joined the city's thieves' guild, and later, when the Lords decided to shut down the guild, Mirt acted as a spy for the Lords. In a week of flashing blades and blazing spells, the forces of the Lords wiped out the guild, and no other thieves' guild has been able to establish a foothold in the city ever since.

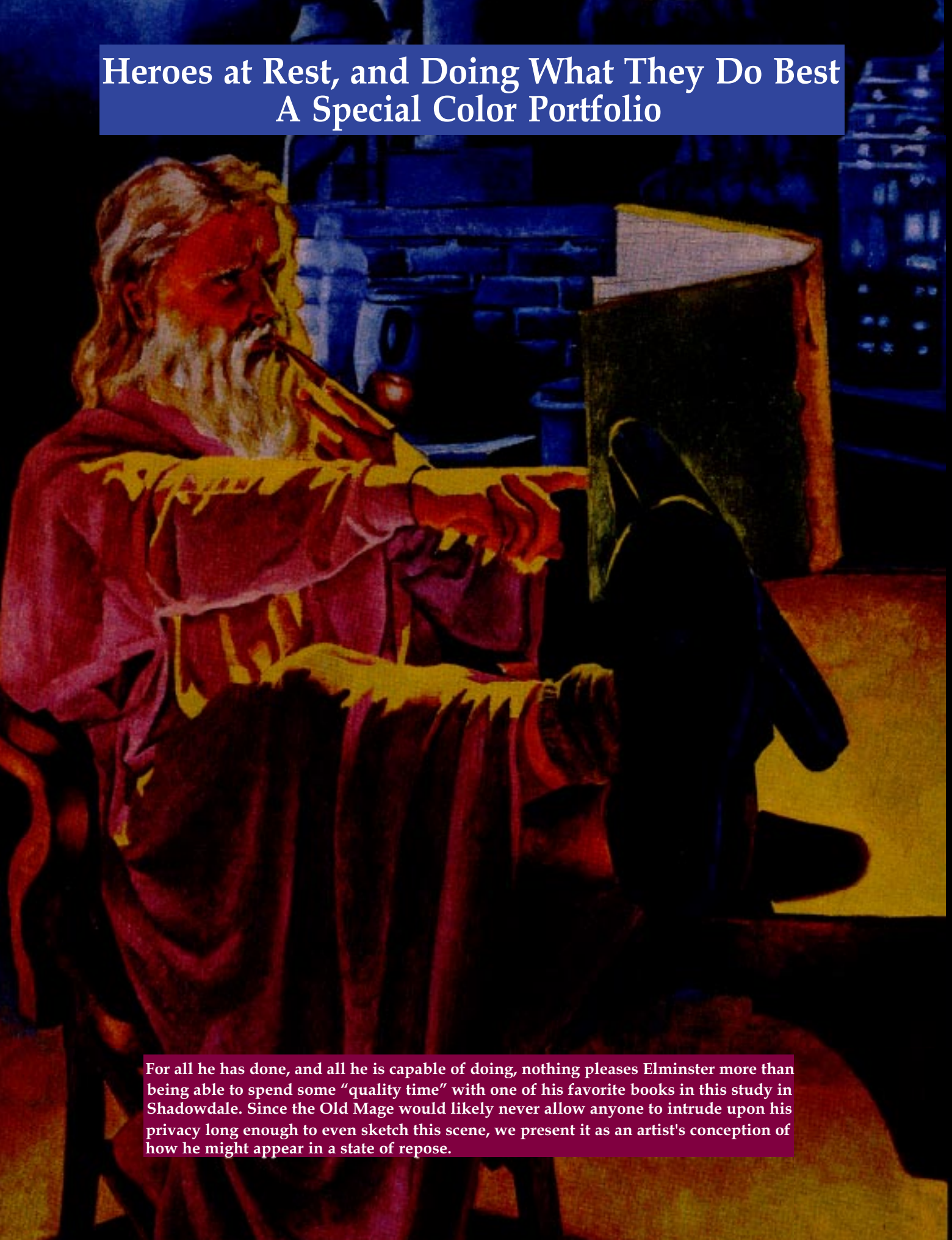
Not too long ago, Mirt got involved in helping Shandril Shessair and her comrades in a conflict that took them to the inhospitable confines of Zhentil Keep.

Motivations/Goals: Mirt wishes to maintain the peace and prosperity of Waterdeep and the region surrounding it. He wanders the streets of the city these days, looking for problems that his influence or wealth can solve. While quite a romantic at heart, he has a strong streak of practicality as well (evidenced by the huge fortune he has accumulated and maintained).

Campaign Uses: Like the other Lords, Mirt will most likely appear in a campaign that revolves around, or at least involves, Waterdeep. He may pitch in to help those in need, using his fortune, his power, and his contacts to lend aid. Note that this aid does not include giving or even "loaning" the PCs vast sums of money, no matter how hard they try to weasel it out of him.

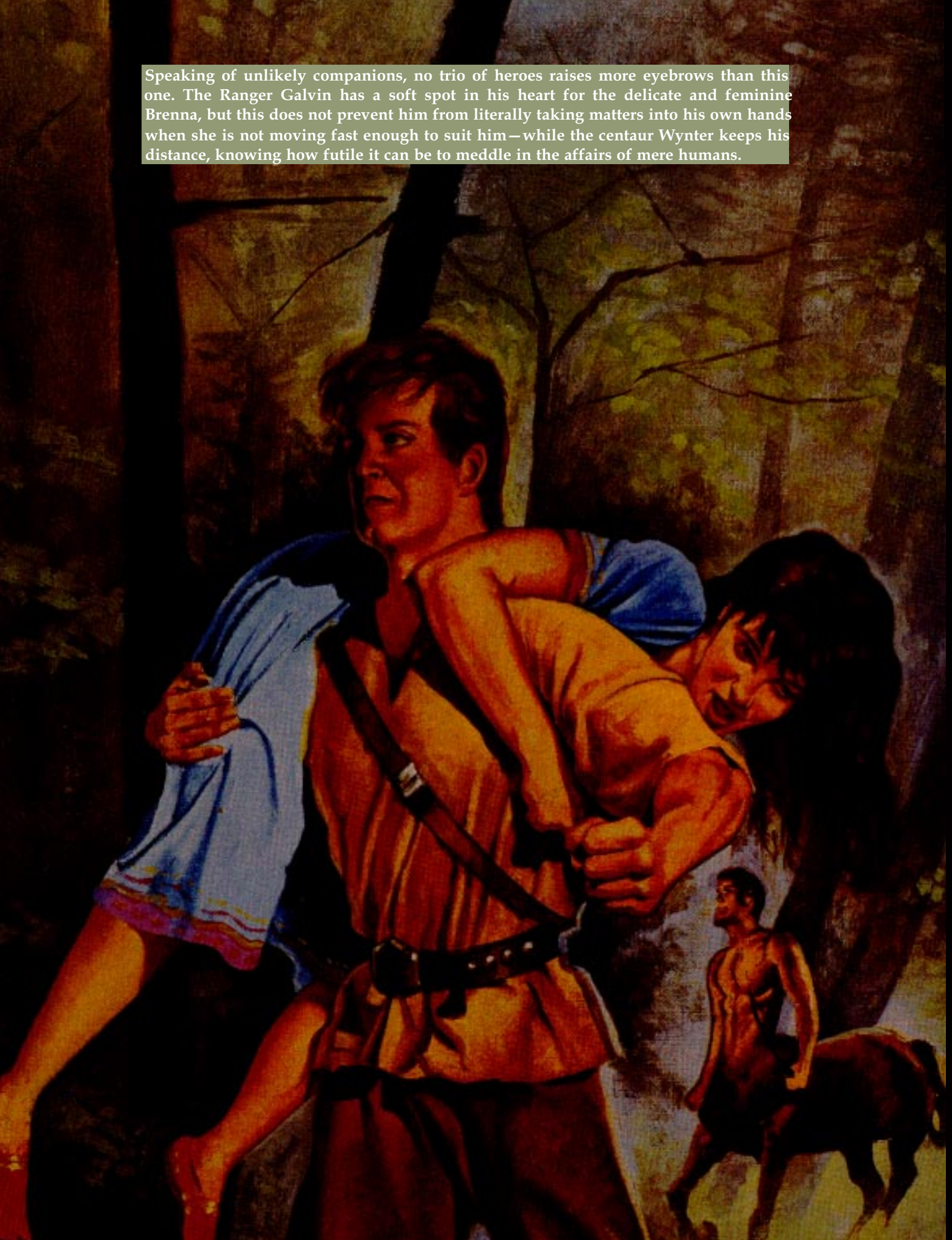
Sources: *City of Splendors, Crown of Fire.*

Heroes at Rest, and Doing What They Do Best
A Special Color Portfolio



For all he has done, and all he is capable of doing, nothing pleases Elminster more than being able to spend some "quality time" with one of his favorite books in this study in Shadowdale. Since the Old Mage would likely never allow anyone to intrude upon his privacy long enough to even sketch this scene, we present it as an artist's conception of how he might appear in a state of repose.

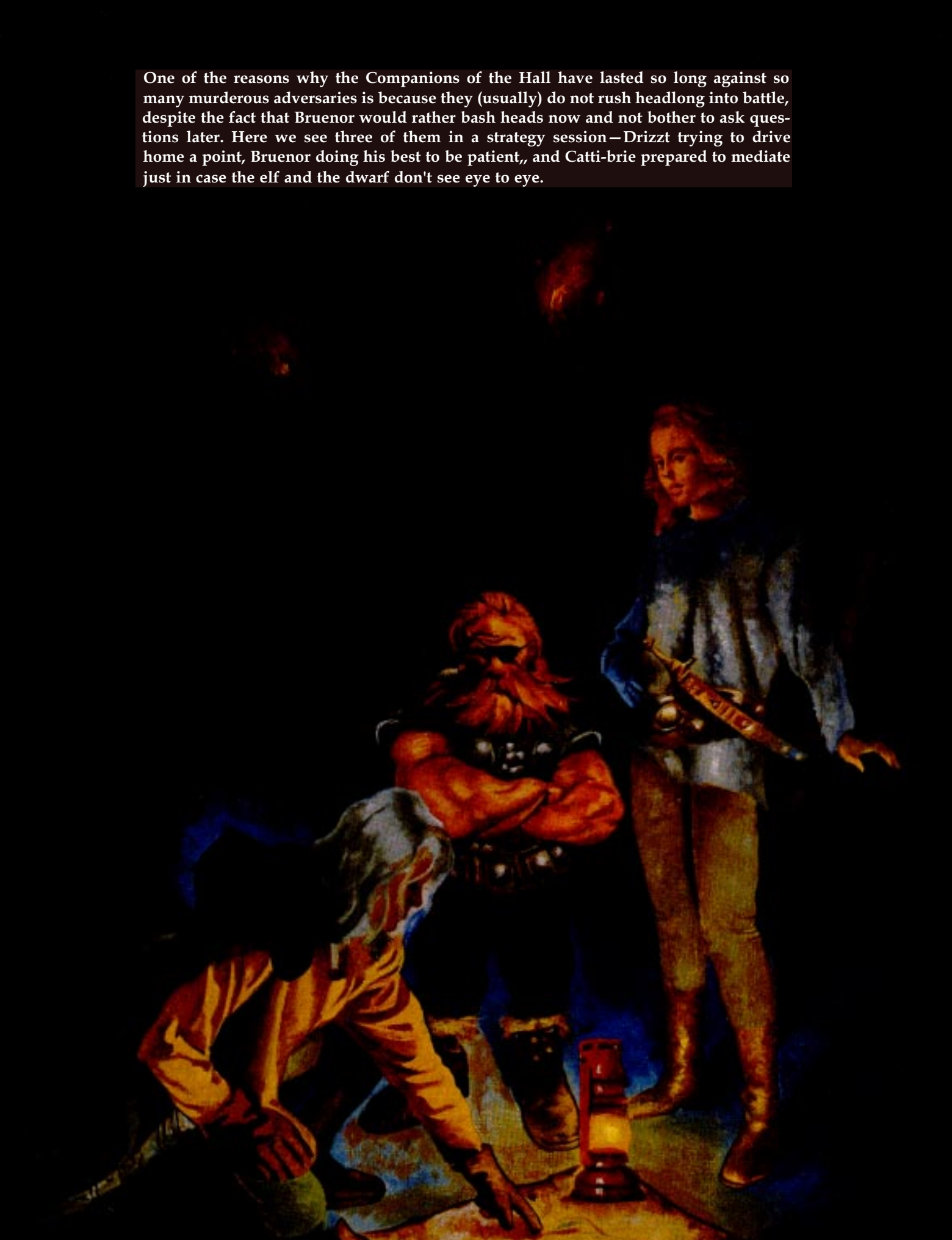
Danilo Thann and Arilyn Moonblade might seem an unlikely pair of companions, but anyone who has tested their "metal" has found, to his regret, just how well they work together. He is anything but the fool he sometimes appears to be, and she is every bit as formidable as her posture and demeanor here make her seem.



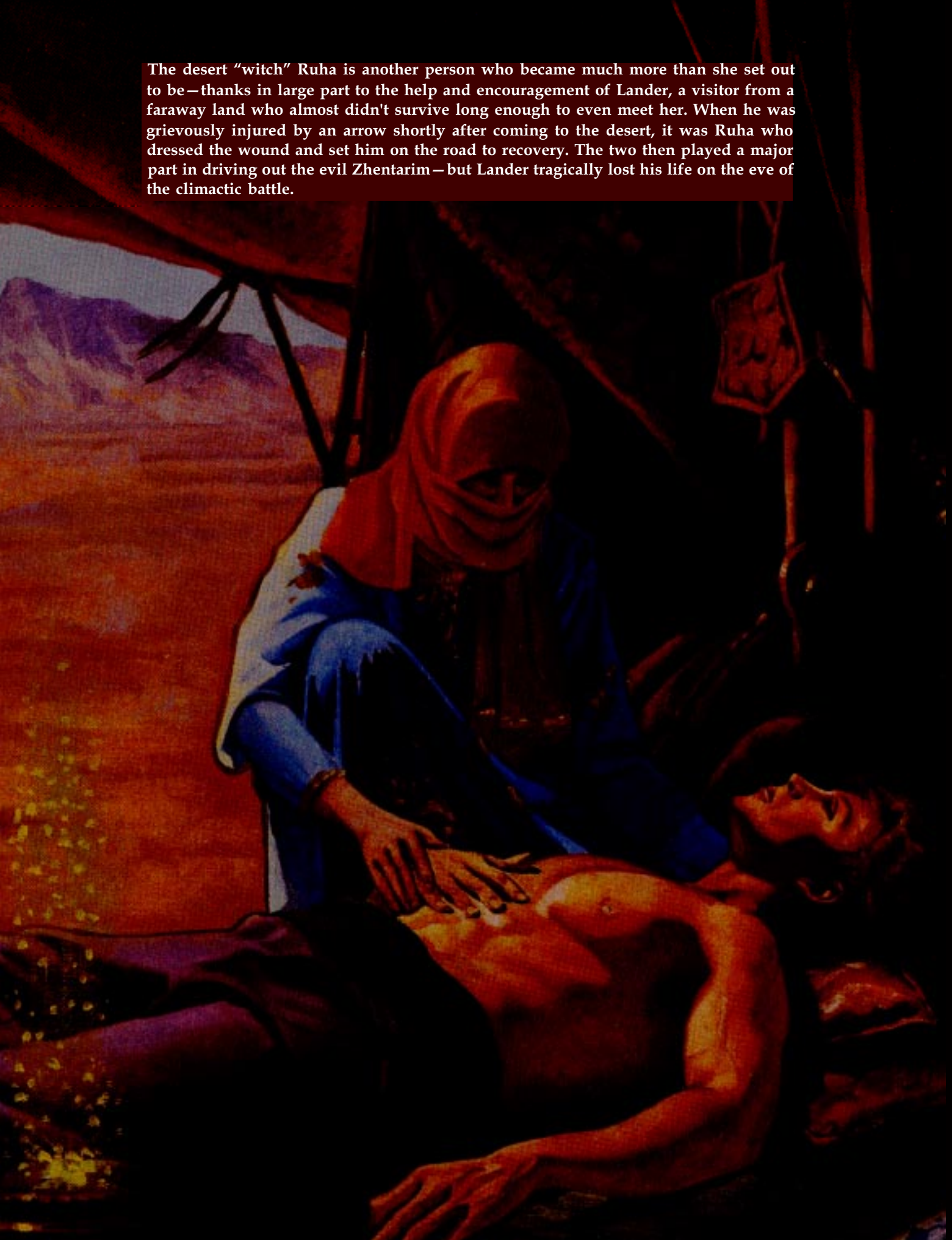
Speaking of unlikely companions, no trio of heroes raises more eyebrows than this one. The Ranger Galvin has a soft spot in his heart for the delicate and feminine Brenna, but this does not prevent him from literally taking matters into his own hands when she is not moving fast enough to suit him—while the centaur Wynter keeps his distance, knowing how futile it can be to meddle in the affairs of mere humans.

If one of the measures of a hero is how far he will go to realize his heart's desire, then there is no one more heroic than Artus Cimber—shown here in a moment when he may have been having second thoughts about trying so hard to find the Ring of Winter. While traversing the tropical wilderness of Chult, he and his companion were set upon by a horrible-looking and hungry monster. Needless to say, Artus did not end up as an appetizer.

One of the reasons why the Companions of the Hall have lasted so long against so many murderous adversaries is because they (usually) do not rush headlong into battle, despite the fact that Bruenor would rather bash heads now and not bother to ask questions later. Here we see three of them in a strategy session—Drizzt trying to drive home a point, Bruenor doing his best to be patient,, and Catti-brie prepared to mediate just in case the elf and the dwarf don't see eye to eye.

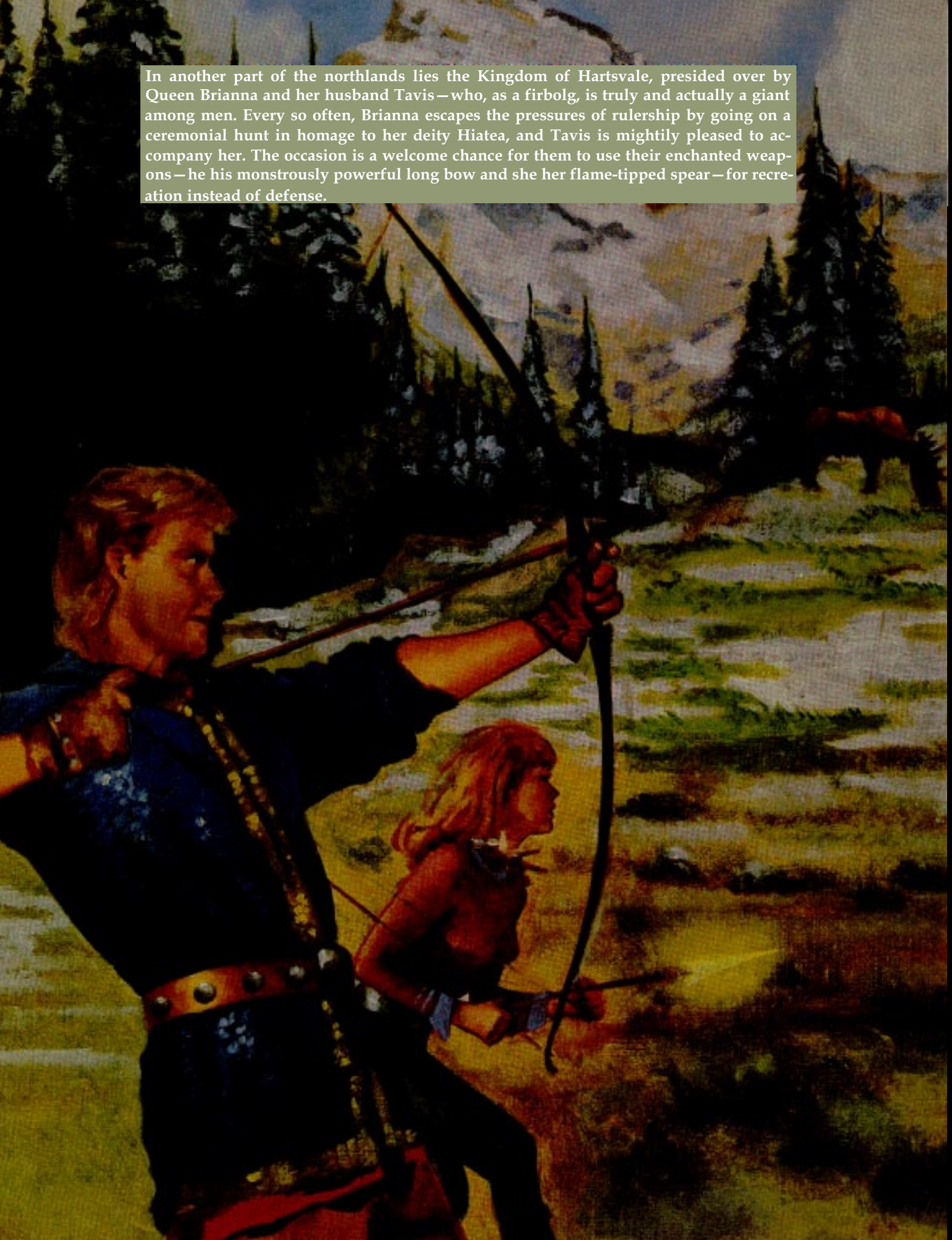


Some heroes are born to greatness, and others have greatness thrust upon them. Giogi Wyvernspur is a prime example of the latter sort. When he was persuaded to investigate a crime in his family's crypt, he inadvertently became embroiled in a struggle against evil that ended only after he transformed himself into a wyvern (much like the one pictured here). Through it all, the halfling Olive Ruskette remained true to her friend, and may one day immortalize his exploits in song—she is, after all, a bard (ahem) of great renown.



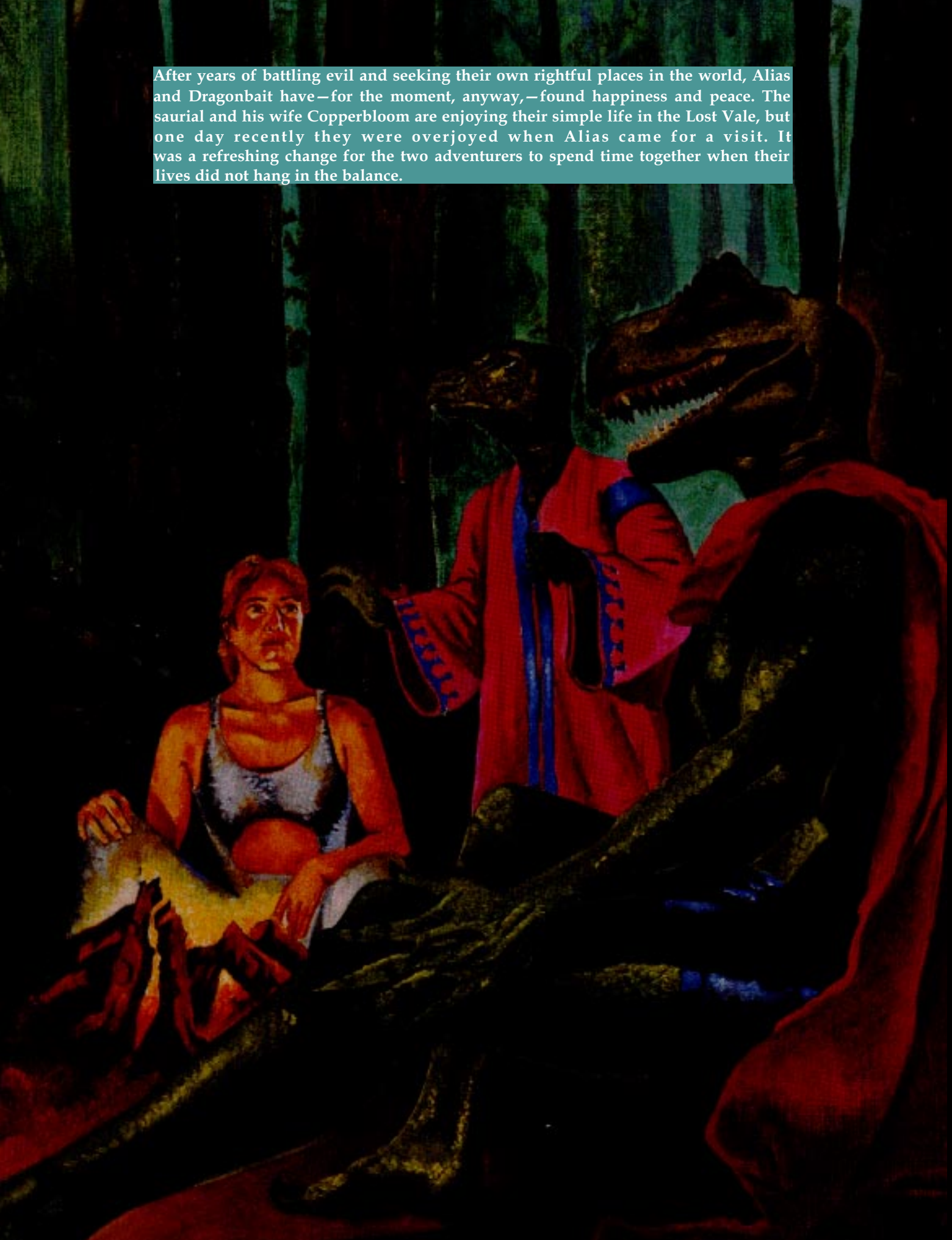
The desert "witch" Ruha is another person who became much more than she set out to be—thanks in large part to the help and encouragement of Lander, a visitor from a faraway land who almost didn't survive long enough to even meet her. When he was grievously injured by an arrow shortly after coming to the desert, it was Ruha who dressed the wound and set him on the road to recovery. The two then played a major part in driving out the evil Zhentarim—but Lander tragically lost his life on the eve of the climactic battle.

Being a Harper means being adaptable—being able to take on any sort of mission in any type of environment. No one knows this better than the ranger Martine, who traveled deep into the frozen north and had to battle vicious gnolls before she could finally succeed in saving the homeland of those same gnolls from the ravages of an ice elemental. She is shown here in the aftermath of a fight, along with her spike-suited gnome companion Jouka.



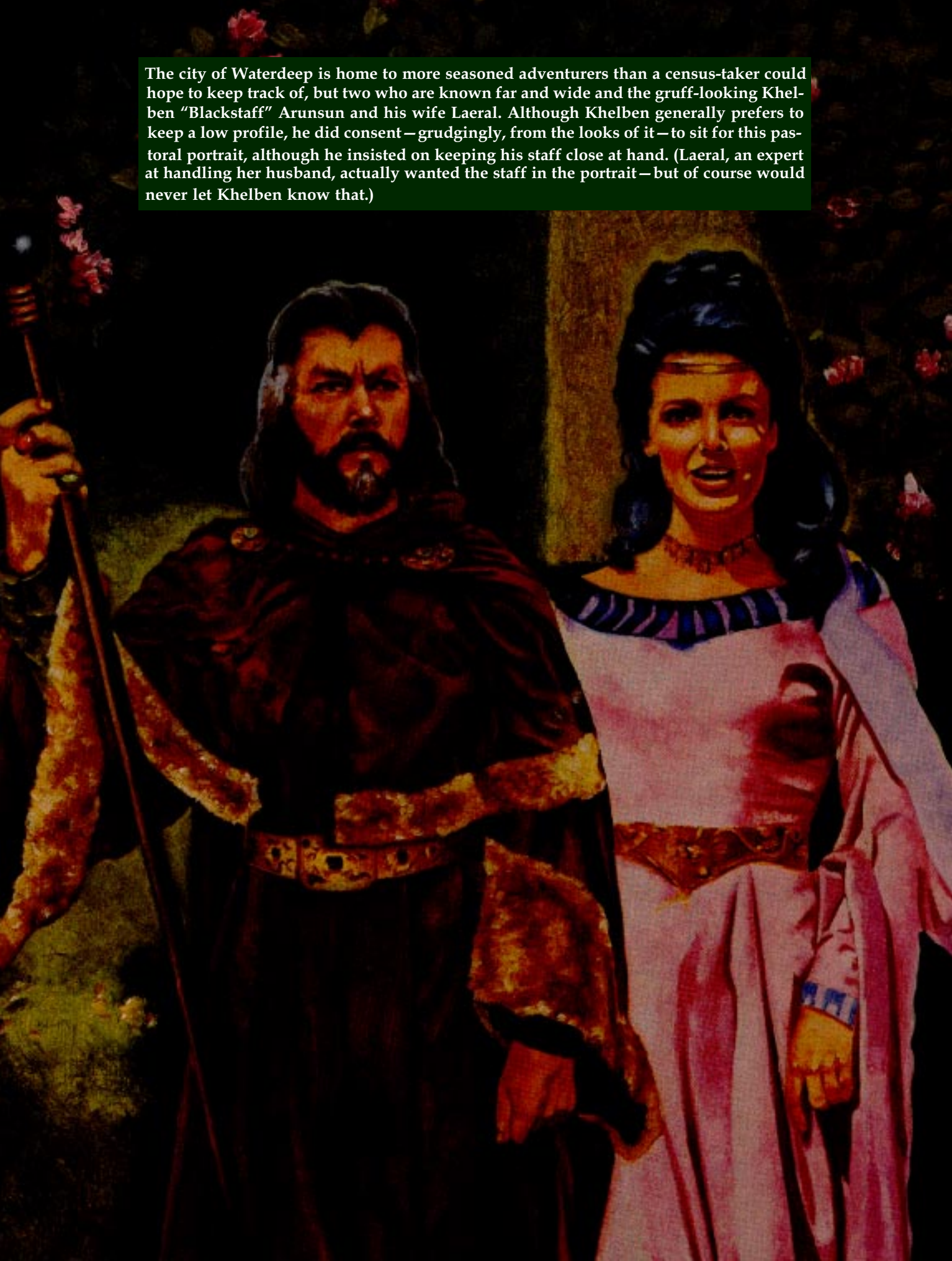
In another part of the northlands lies the Kingdom of Hartsvale, presided over by Queen Brianna and her husband Tavis—who, as a firbolg, is truly and actually a giant among men. Every so often, Brianna escapes the pressures of rulership by going on a ceremonial hunt in homage to her deity Hiatea, and Tavis is mightily pleased to accompany her. The occasion is a welcome chance for them to use their enchanted weapons—he his monstrously powerful long bow and she her flame-tipped spear—for recreation instead of defense.

To those who champion the cause of good, all forms of evil are hideous—but some are arguably more hideous than others. Here the Harpers Caledan Caldorien and Mari Al'maren are seen in a moment of utter peril; she has been laid low by a magical blast from the horrific Shadowking, who looms over the crypt from which he has just emerged. Caledan, in what could be called the performance of his life, is playing his pipes to unleash the shadow magic that will succeed in destroying the fiend—but, as he later discovered, the essence of the Shadowking remained alive inside him.

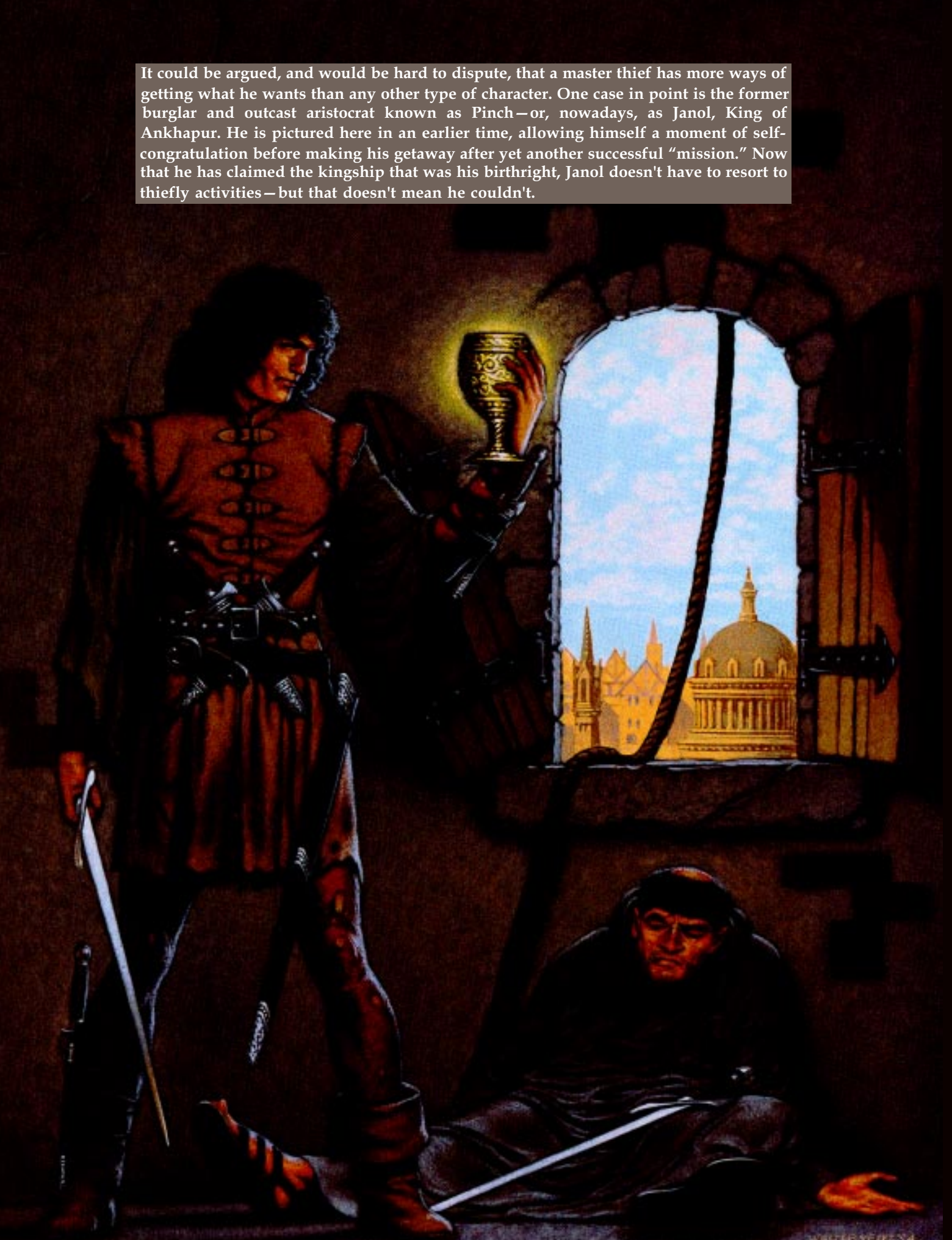


After years of battling evil and seeking their own rightful places in the world, Alias and Dragonbait have—for the moment, anyway,—found happiness and peace. The saurial and his wife Copperbloom are enjoying their simple life in the Lost Vale, but one day recently they were overjoyed when Alias came for a visit. It was a refreshing change for the two adventurers to spend time together when their lives did not hang in the balance.

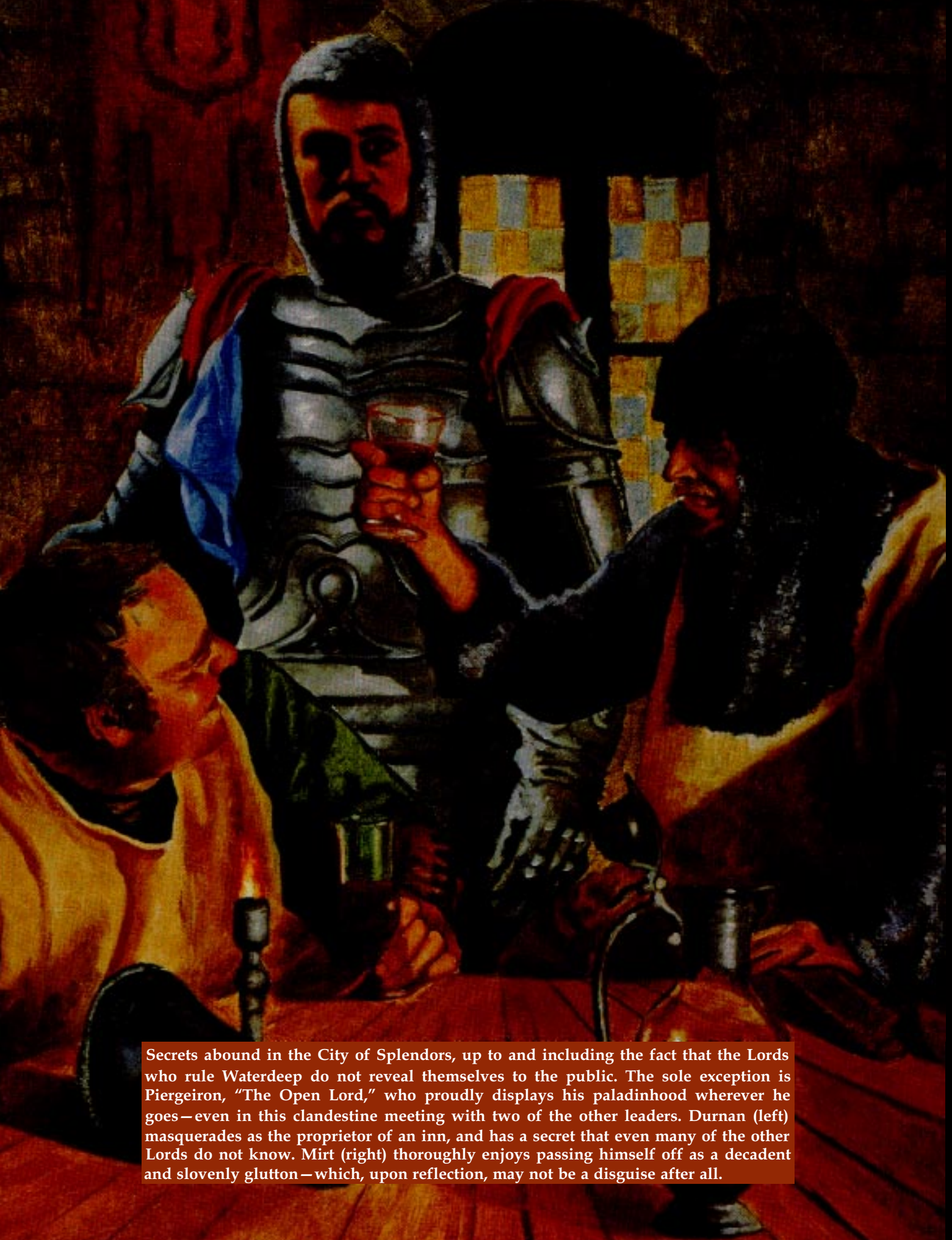
The Moonshae Isles would not be a place of serenity today if not for the resolve and the fighting skill of King Tristan Kendrick and Queen Robyn, shown here in a portrait that was created shortly before Robyn retired to a life of quiet contemplation in Myrloch Vale, and Tristan abdicated his throne to be with her. His decision to forsake rulership was made considerably easier by the knowledge that their daughter Alicia (center), a veteran of many battles despite her young age, would now wear the crown.



The city of Waterdeep is home to more seasoned adventurers than a census-taker could hope to keep track of, but two who are known far and wide and the gruff-looking Khelben "Blackstaff" Arunsun and his wife Laeral. Although Khelben generally prefers to keep a low profile, he did consent—grudgingly, from the looks of it—to sit for this pastoral portrait, although he insisted on keeping his staff close at hand. (Laeral, an expert at handling her husband, actually wanted the staff in the portrait—but of course would never let Khelben know that.)



It could be argued, and would be hard to dispute, that a master thief has more ways of getting what he wants than any other type of character. One case in point is the former burglar and outcast aristocrat known as Pinch—or, nowadays, as Janol, King of Ankhapur. He is pictured here in an earlier time, allowing himself a moment of self-congratulation before making his getaway after yet another successful "mission." Now that he has claimed the kingship that was his birthright, Janol doesn't have to resort to thiefly activities—but that doesn't mean he couldn't.



Secrets abound in the City of Splendors, up to and including the fact that the Lords who rule Waterdeep do not reveal themselves to the public. The sole exception is Piergeiron, "The Open Lord," who proudly displays his paladinhood wherever he goes—even in this clandestine meeting with two of the other leaders. Durnan (left) masquerades as the proprietor of an inn, and has a secret that even many of the other Lords do not know. Mirt (right) thoroughly enjoys passing himself off as a decadent and slovenly glutton—which, upon reflection, may not be a disguise after all.

Spellcasters, those who are capable of storing magic within themselves, can attain almost unimaginable levels of power. But even the most skilled wizard cannot simulate the unique hereditary force known as spellfire—the energy that the former thief Shandril Shessair has at her disposal. The phenomenon can be a wondrous thing to behold, as it is here in a rendering of what happens to (and around) Shandril when it is released—but anyone who finds himself the target of a spellfire blast will also quite likely find it to be the last thing he sees.

Mourngrym Amcathra

Human male 7th-level fighter
ARMOR CLASS: 1
MOVE: 12
HIT POINTS: 40
THAC0: 14
NO. OF ATTACKS: 3/2
ALIGNMENT: Neutral good
STR 15, DEX 11, CON 14, INT 13, WIS 9, CHA 11

Weapons of Proficiency: broad sword; short sword; long sword; dagger; heavy lance; footman's mace.

Nonweapon Proficiencies: armorer; etiquette; gaming; heraldry; hunting; riding, land-based (horse); set snares.

Equipment: plate mail; shield; helm; standard adventuring gear.

Magical Items: a *ring of protection +1;* a *broad sword +3;* a *shield +1;* a knife that is enchanted to transform into a short sword on command.

Combat/Tactics: Mourngrym, the Lord of Shadowdale, leads any battle he's involved in. He feels it's his duty to bear the brunt of any assault upon Shadowdale. He acts to inspire his comrades in battle and protect those who are weaker or are in danger. If Shaerl is also involved in the fight, he will try to take up a protective position near her. The Lord of Shadowdale disdains the use of missile weapons, preferring to get into the thick of battle with the most powerful sword available to him.

Allies/Companions: SHAERL, his wife; their son Scotti; KHELBEN "Blackstaff" Arunsun; ELMINSTER; the Harpers.

Foes/Enemies: The Zhentarim; the Cult of the Dragon; the fiends of Myth Drannor; and any who would threaten his home.

Appearance: Mourngrym, approaching the upper end of middle age, is 6'4" tall with neatly trimmed brown hair and a muscular body that he has kept up since his adventuring days.

Personality: Mourngrym sees himself as benevolent and protective, tending to the obligations of ruling, protecting, and guiding the people of Shadowdale from those who would do them harm. As a ruler, the Lord of Shadowdale has proven to be shrewd, cautious, and diplomatic.

While opponents to his rule within Shadowdale are rare, his few detractors see Mourngrym as paternalistic, condescending, and even smothering.

Locales Frequented: The Tower of Ashaba, his family's home as well as the de facto "capital" of Shadowdale.

History: Mourngrym grew up as a noble in Waterdeep, a youthful ally of the Harpers and Khelben "Blackstaff" Arunsun. Mourngrym adventured with the band that would later become known as the Knights of Myth Drannor.

When Doust Sulwood decided to resign the lordship of Shadowdale, he offered the job to Mourngrym, and Khelben encouraged him to take it. Even as a ruler, Mourngrym has periodically taken to the field to vanquish foes.

He was pleasantly intrigued when a diplomatic emissary from Cormyr arrived in the person of Shaerl Rowanmantle, a beautiful young thief. While there was an immediate attraction between the two, Mourngrym decided he couldn't condone her thieving ways, and the couple drifted apart—until a fierce battle against the fiends of Myth Drannor during which Shaerl sacrificed her life to save Mourngrym's. Now that she was gone, Mourngrym realized the depth of his feelings for her. He destroyed Shaerl's killers, and then began a quest to have her resurrected. When he achieved that, the lovers were happily reunited. They wed soon afterward, and Shaerl gave birth to their son about 10 years ago.

Motivations/Goals: While Shadowdale is a major concern, Mourngrym's primary personal motivation is his wife and son. He will go to any lengths to protect them or rescue them.

Campaign Uses: If the PCs are in the Shadowdale area and if they are familiar with or have worked with the Harpers in the past, Mourngrym could seek them out for a mission. (While he would normally go off after the culprits himself, some crisis demands that he remain in Shadowdale.)

Sources: Mourngrym has made brief appearances in many sources, including *Shadowdale, Tantras,* and *Waterdeep,* as well as the FORGOTTEN REALMS Campaign Setting.

Myrmeen Lhal

Human female 13th-level ranger
ARMOR CLASS: 2
MOVE: 12
HIT POINTS: 66
THAC0: 8
NO. OF ATTACKS: 2 or 3/2 or 1
ALIGNMENT: Chaotic good
STR 16, DEX 17, CON 15, INT 14, WIS 14, CHA 18

Spells (3/2/1): 1st— *animal friendship, entangle, pass without trace;* 2nd— *barkskin, speak with animals;* 3rd— *hold animal.*

Weapons of Proficiency: long sword; light crossbow; heavy crossbow; dagger; horseman's mace; 3 open.

Ranger Abilities: HS 85; MS 99.

Nonweapon Proficiencies: direction sense; etiquette; forgery; reading/writing; riding, land-based (horse); survival (forest and arid areas); tracking (+4); 2 open.

Equipment: Besides mundane equipment, Myrmeen always takes a goodly amount of treasure (usually in gems and jewelry) and false papers whenever she goes adventuring. These items are used to pay bribes, to buy special equipment, and to create disguises to be used on her mission.

Magical Items: *long sword of sharpness +5; Harper pin*;* 3 *healing* potions. Also, she owns a magical amulet that enables the wearer to assume the image and voice of Lord Myrmeen herself. When she leaves the city to go adventuring, she typically gives this to a former companion named Elyn, who serves as a surrogate ruler until she returns.

Combat/Tactics: Myrmeen Lhal, the King's Lord of Arabel, is not one to turn from a fight and will wade in against the burliest of opponents. Besides fighting like a demon with weapons, she is quite good at unarmed combat. She has been known to plant her steel-shod boots between the legs of opponents and kick them into walls. She also gets in telling blows with the heels and sides of her hands. Being ambidextrous, she can fire two crossbows at once, although she only has a chance of hitting her target(s) when at short range.

Allies/Companions: Krystin, her adopted daughter; the citizens and the other officials of the city of Arabel.

Foes/Enemies: Having adventured for the Harpers for several years prior to becoming the Lord of Arabel about 20 years ago, Myrmeen probably has dozens of enemies, but most will not come near her in her home city. Without a doubt, her greatest enemies are the members of the Night Parade that still roam Faerûn. These creatures are beings from another world or plane with a great variety of powers and appearances. About 30% of them have the power to shapeshift like a doppleganger, but they do not assume the memories of their victims.

In game terms, a Night Parade creature can have anywhere from 1 to 15 HD, any AC, and can exhibit strange attack powers and other abilities (*fireball* every third round, standard claw attacks but with 4 arms, *glassteel* victims on touch [save vs. petrification negates], etc.). Unpredictable creatures such as these can challenge even the most seasoned of player characters. (The tables in the hordling entry in the PLANESCAPE MONSTROUS COMPENDIUM *Appendix* can be used to generate strange creatures instead of creating them from scratch.)

Appearance: Even though she is now in her mid-40's, Myrmeen remains as statuesque and beautiful as she was a decade ago. With a full, buxom figure, a trim waist, and long, shapely legs, Myrmeen's body is the envy of most women. Her face still retains a soft, youthful appearance and is highlighted by strongly defined cheekbones, full lips, flowing brunette hair, and eyes of deep blue with flecks of gold.

Sitting in court, Lord Myrmeen wears steel mesh ceremonial armor with red gems embedded in it. Her hair is tucked neatly into a silver headdress fashioned in the image of a phoenix.

While adventuring, she wears ordinary chain mail—but on an information-gathering mission, she will often assume a disguise (such as that of a rich merchant or a fortune-teller) that does not comport with the wearing of armor.

Personality: Having lost her sister and her father while young, and having been plagued by nightmares of sinister apparitions (the Night Parade beings), Myrmeen as a girl was subconsciously on a quest for love. She could not find it with her first husband Dak, and the loss of her daughter at birth further deepened her despair. She found temporary re-

lief with her second husband, but his head was found on a pike at the end of an adventure, and for several years, Myrmeen Lhal led a hollow, empty life.

Now that she has an adopted daughter and has acquired the knowledge of what did happen to her sister and her real daughter, Myrmeen is able to deal with the nightmares of her past. She is a just and fair person, and demands honesty of her subjects, her soldiers, and her new extended family.

Myrmeen has a somewhat short temper, and it is especially aroused if someone calls her "Lady" instead of "Lord." She appreciates gallantry in men. Her enjoyment of sculpture and paintings that celebrate life seems to be enhanced, now that all the horrific events of her past have been resolved.

Locales Frequented: In Arabel Myrmeen often appears in public without benefit of royal bodyguards, since the people of that city know that they are well off with her as their ruler. When she meets friends, it is typically at the Hungry Man Inn, on the extreme southern side of the city. Now that she knows that the Night Parade is real and presumably not just limited to Calimport, she may have changed her policy of not keeping bodyguards around.

History: Myrmeen was raised in Calimport, and the mysterious Night Parade has had an impact on her ever since early in her life. When Myrmeen was six, her mother tried to console her about the death of her stillborn sister by telling her that the Night Parade had taken her sister's spirit to a better world. Instead of being consoled, Myrmeen was terrified by the story. She didn't believe that the creatures of the Night Parade were real, but nightmares about them plagued her childhood. When she had a daughter by her first husband Dak at the age of 20, Dak told her that the infant was "gone," insinuating that it had been stillborn. Their marriage ended less than a year later.

Myrmeen took up the adventuring life, becoming a ranger who worked with the Harpers and eventually gained membership in that group. Her second marriage, to Haverstrom Lhal, was much more fulfilling than her first one—but he died in an ambush when she was still a young woman. Two years later, King Azoun of Cormyr became impressed with Myrmeen's leadership and named her the garrison commander of Arabel and then lord of the city. When she assumed Arabel's leadership, it was a strife-torn place on the verge of anarchy and threatened by brigands and monsters. Lord Myrmeen quickly and firmly restored order. She was extremely popular with the people as she took strong steps to end unemployment, provide housing, and ensure that families were fed.

When her ex-husband Dak showed up in Arabel and was charged with murder, he asked that a message be passed to Myrmeen, telling her that the Night Parade was real. Needing to know more, she had him brought before her, and Dak tried to bargain for his life by revealing that he had actually sold their strong and healthy newborn daughter to the Night Parade. Moments after Dak provided her with the name of the person who had bought the child and told her where to go to find him, Myrmeen beheaded him personally.

She then went to Calimport with a group of Harper comrades to find her daughter. They located a girl named Krystin, who had Myrmeen's looks—especially her unusual gold-flecked blue eyes—and was of the right age. The group also discovered that the Night Parade—a collection of various bizarre monsters of differing abilities—was indeed real, and that it preyed on human babies. After rescuing Krystin, Myrmeen's party teamed with a man named Erin Shandower, who had a magical gauntlet that could destroy Night Parade members. Shandower was killed, along with nearly all the others in Myrmeen's group, but before the survivors left Calimshan they stopped the ceremony that would have created more Night Parade monsters and closed a gate that would have allowed even more to enter from another unknown plane of existence. They also revealed the Night Parade's existence to the people of Calimport, who tore the creatures apart in a huge riot.

Myrmeen later discovered that Krystin was not her daughter. Her real daughter had been raised not by the Night Parade, but by the rulers of the city of Suldolphor. They met briefly, and Myrmeen could tell that the girl (14 years old at the time) was perfectly suited for the life she already had, so Myrmeen left without telling the girl who she was. She also learned that her sister, Tamara, had in fact not been stillborn either—she had been taken by the Night Parade and then transformed into a hideous monster by a powerful apparatus that was destroyed by Myrmeen and her group in the final confrontation.

Motivations/Goals: Prior to her adventures in Calimport, Myrmeen was a haunted woman who had not found any meaning in her life. Now that she has discovered the true fate of her sister and her daughter, she has put her past behind her and found happiness with her new daughter Krystin. She wants to be a good mother to Krystin, and a good ruler for the people of the city she loves.

Campaign Uses: Adventuring in Arabel could be greatly highlighted by running into Myrmeen. There is always a need for adventurers to augment the Cormyrean soldiers that patrol the harsh Stonelands. Further, there is never an end to intrigue in a city that is a hub of transportation. Caravans come and go, as do spies, thieves, and those who need guards against them.

An interesting adventure situation would be a "Revenge of the Night Parade" theme. Myrmeen and her companions may have destroyed the strange otherworldly creatures in Calimport, but certainly did not wipe them out of the Realms. Indeed, the creatures in Calimport were simply one large nest of them, and there are others. For a playing group that is greatly experienced, going against a group of monsters with an unpredictable assortment of attacks, defenses, spell abilities, immunities, and other traits could liven up a gaming session considerably.

Sources: *The Night Parade, The Code of the Harpers, Volo's Guide to Cormyr.*

Narm Tamarath

Human male 5th-level mage
ARMOR CLASS: 10
MOVE: 12
HIT POINTS: 9
THAC0: 19
NO. OF ATTACKS: 1
ALIGNMENT: Lawful neutral
STR 10, DEX 14, CON 13, INT 16, WIS 12, CHA 11

Spells (4/2/1): 1st— *burning hands, magic missile, read magic, shocking grasp, sleep;* 2nd— *continual light, knock, mirror image, web;* 3rd— *lightning bolt.*

Weapon of Proficiency: dagger.

Nonweapon Proficiencies: cooking; fire-building; riding, land-based (horse); reading/writing; spellcraft; 5 open.

Equipment: a light travel pack with essentials.

Magical Items: *Harper pin*.*

Combat/Tactics: Narm relies almost totally on spells in combat, until he runs out of them. Then he'll take up any available weapon to defend himself or the woman he loves. An often-used tactic of his is to memorize his spells for the day, then cast some at Shandril for her to turn into *spellfire* energy.

Allies/Companions: SHANDRIL, his wife; ELMINSTER; STORM; MIRT; the Harpers.

Foes/Enemies: The Cult of the Dragon; the Zhentarim; beholders; and others who covet his wife's *spellfire* ability.

Appearance: Narm, now in his mid-30's, is slim and dark-haired, with a face that almost always wears a serious expression. His dark brown eyes reveal the softer, lighter side the rest of his face conceals.

Personality: Quiet and studious most of the time, Narm enjoys relaxing with friends. He is deeply in love with Shandril, his wife. He eagerly awaits the opportunity to learn more potent spells, the better to protect the people he loves.

Locales Frequented: Much of Narm's early adulthood was spent traveling with Shandril. He spent several years in Baldur's Gate as an adolescent and has visited Shadowdale, Eveningstar, and Zhentil Keep, among other places.

History: Born in Silverymoon, Narm was orphaned at the age of 11 because of a tragic accident. While his family was on a trip to Baldur's Gate, they were caught in the crossfire of a wizardly duel. An errant *fireball* destroyed the ferry the family was riding in—an instant after Narm's father threw him overboard to save his life. Onlookers pulled the boy from the river. Narm vowed then and there to become a mage himself, to wreak vengeance on the wizards who had caused his parents' deaths.

At the age of 13, Narm finally found a mage who agreed to tutor him. Mirimmar was a sour and lazy old man, but Narm learned much about spell components and their storage and preparation from him. On a trip they made to Myth Drannor, Mirimmar was slain by one of the ruined city's fiends. Two of the Knights of Myth Drannor rescued Narm and took him to Shadowdale to recover. It was there that he first saw Shandril.

Nightmares of the fiend drove Narm to return to Myth Drannor by himself, so as to confront and conquer his fears. There he saw Shandril being taken captive by agents of the Cult of the Dragon, and he hurried back to Shadowdale to assemble a party of rescuers.

A group of the Knights, Elminster, and Narm invaded the lair of the dracolich Rauglothgor, where Shandril was being held. He saw Shandril's *spellfire* abilities come to life before his eyes as she defeated the dracolich, and he was by this time quite smitten with the lass.

They returned with Elminster to Shadowdale, where the pair received training in their respective magical skills and were married. Narm has bravely stood by his wife ever since, helping her survive more foes than either thought existed in the world. For further details of their travels, see Shandril's entry.

Motivations/Goals: Shandril and their daughter are Narm's paramount concerns. He will gladly give his life to save theirs.

Campaign Uses: Several years have passed in the Realms since Narm and Shandril have been heard from, so they could turn up anywhere—perhaps in the company of such luminaries as Elminster, members of the Knights, or Mirt of Waterdeep.

Sources: *Spellfire, Crown of Fire.*

Olive Ruskettle

Halfling female 8th-level thief
ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 36
THAC0: 17
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic neutral (good tendencies)
STR 11, DEX 18, CON 15, INT 12, WIS 7, CHA 13, (17 to halflings)

Weapons of Proficiency: dagger (thrown and wielded); short sword; light crossbow.

Thief Abilities: PP 80, OL 70, F/RT 75, MS 70, HS 65, DN 25, CW 70, RL 10.

Nonweapon Proficiencies: alertness†; gaming; musical instrument (lyre/harp); reading/writing; running; singing.

† As per *The Complete Thief's Handbook,* page 16; chance of being surprised is reduced by 1 in 10.

Equipment: thieves' tools; small harp (or other instrument such as a lute, pipes, or a rebec); standard adventuring gear; and several daggers hidden on her person.

Magical Items: *Harper pin*.* Olive admits to owning no other magical items, although she may still possess the small *bag of holding* that Drone Wyvernspur gave to her friend, Jade, who was later killed by Flattery. That, and the *earring of comprehend languages* that Finder gave her, and . . .

Combat/Tactics: Olive considers herself a bard, not a fighter. She will attempt to use her quick wits, glib tongue, and good looks to get her out of scrapes. When that fails her, hiding under a table until things settle down, then reappearing untouched afterward also seems to work well for her.

When forced to it, though, or when her friends are endangered, Olive's fiery side takes over. She will leap into battle with daggers or short sword and fight ferociously. She has even crossed blades with Alias on at least one occasion, though no harm was done to either party.

Allies/Companions: ALIAS; DRAGONBAIT; GIOGI Wyvernspur; Cat; Finder Wyvernspur.

Foes/Enemies: The various (and innumerable) victims of her thieving skills and schemes.

Appearance: Short even for a halfling (less than 3 feet tall), the "bard" Olive Ruskettle is nevertheless very attractive. Her hazel eyes and long auburn locks are often put to good effect with males of several races.

Personality: Olive considers herself (and passes herself off as) a bard. While she's quite a good singer, she has no bardic training and would never seriously pursue such a course—she's just too chaotic. She enjoys the facade, but it's just another one of her schemes. Despite the fact that she can be quite sweet when she wants to be (such as when she's around close friends), Olive also has her fierce side. Anyone who treats her like a child, who impugns that she's not a real bard, or who doesn't reward her sufficiently for her skills (be they musical or thieving) is apt to get an earful of ill-tempered comments.

The combination of being irrepressible and impetuous, along with not having very good foresight, tends to land her in "interesting" spots (see History). Olive likes to root for the underdog; she's also inclined to side with halflings against bigger folk (unless such folk are her friends).

In typical halfling fashion, Olive is always interested in food and drink (and can outconsume any two normal humans). Her friends are aware of this and have been known to bring up the topic of having a meal whenever Olive appears to be heading off on one of her chaotic (and often dangerous) tangents. (Even Dragonbait, the saurial paladin, has used this tactic against Olive.)

She will be interested in hearing any tales, stories, or songs the PCs may know. If there's a bard in the party, Olive would enjoy comparing notes (and melodies) and perhaps would ask the PC bard to accompany her in a song or duet.

Her proudest bardic achievement is her partially completed "Chronicles of Alias of the Magic Arm," an epic rendering of the events of Alias the sell-sword and her companions.

Olive also feels that any constraints are too many. As a result, she utterly fails to understand those who hold strong but narrow beliefs and views (such as strict alignment, devout religious or moral beliefs, and so forth)—she finds paladins,

such as Dragonbait, and their like to be particularly annoying (although she cares deeply for the saurial).

Locales Frequented: The Moonsea area; the Dales; Cormyr; Westgate; the Lost Vale.

History: The halfling who claims to be the bard Olive Ruskettle is no relation to the justly famous bard Olav Ruskettle. Olive adopted a variant of his name in the hope that some degree of appreciation through association might be the reward (and, not incidentally, so she could claim that Olav is the one impersonating her).

Although she claims to be from Cormyr, Olive's true home is unknown. She's been quite the wanderer for the last few years, never staying in one place too long. Perhaps this is caused, in part, by Olive's recent associations with the fiery warrior Alias.

Olive and Alias first came together due to the machinations of the fiend Phalse, who was then masquerading as a halfling. True, Alias did rescue Olive from a dragon that had kidnapped her (see Dimswart's entry for more information), but Olive also had seen the red-haired warrior attack an innocent nobleman (if Giogi Wyvernspur can be considered "innocent"), and she had heard of another attack on a cleric. Alias seemed like quite a dangerous person; the fact that Phalse paid Olive a great deal of money to help him capture the human warrior also helped strengthen her impression that Phalse deserved her assistance.

When Olive discovered that she had allied with the wrong side, that Alias was not a menace, and that it was Alias's creators who were evil, she helped to rescue the wizard Akabar Bel Akash from the sorceress Cassana's dungeon. Together, they helped to foil Cassana's plan to bring Alias under her full control. Olive also helped Alias defeat all the other conspirators who participated in Alias's creation.

Olive's next adventure brought her together with Giogi Wyvernspur and not one, but two, of the Alias duplicates that the fiend Phalse had created. The first was Jade, who had been Olive's partner in thievery for several months. The villain Flattery (another living construct created by Finder Wyvernspur) disintegrated Jade after he noticed her trying to pick his pocket.

Olive witnessed this attack and was horrified. She fled the scene. Later, while still distraught, she examined the articles Jade had given her earlier. Among these was Giogi Wyvernspur's purse—an enchanted object that would turn anyone other than Giogi himself who opened the purse into a donkey.

Not surprisingly, Olive opened the purse. An inebriated Giogi found her (in donkey form) wandering his property and assumed that this animal was a recent family purchase he just didn't know about. Naming her "Birdie," Giogi took her to the carriage house and stabled her there.

She remained in this form for some time, even accompanying Giogi on his exploration of the family crypt in search of the thief of the family heirloom known as the *Wyvern's Spur.* Among their encounters there was one with Cat, a mage and another of Phalse's duplicates. Cat was unwillingly working with the villain Flattery, who was attempting to gain the *spur* for himself. Giogi pledged to protect the young woman from Flattery, an action to which Olive/Birdie could only roll her eyes.

After a few more encounters, they exited the crypt after having found neither the thief nor the *Spur.* Olive/Birdie was returned to the carriage house. Later, she witnessed a discussion between two of Giogi's cousins who were scheming about getting the *spur* themselves. It was at this time that Olive looked down and noticed she'd regained her normal halfling form.

The next morning, she appeared at Giogi's door, posing as a Harper agent and displaying the Harper pin that Finder Wyvernspur (also known as the Nameless Bard) had given her. In discussion with Giogi, she revealed all she knew, including Cat's connection with Flattery. Unknown to everyone but herself, Olive was in possession of the *Wyvern's Spur* at this point. She had found it among Jade's possessions.

Hoping that Cat shared Alias's immunity to magical detection, Olive disguised the *spur* and gave it to Cat, telling the mage it was a magical item. Olive also discovered that the "death" of Giogi's uncle, Drone, had been staged and that he (who had employed Jade to get the *spur* for him) was alive and well.

Giogi's conspiring cousins attempted to wrest the *spur* from Cat, but she managed to get it to Giogi. Not long afterward, Flattery kidnapped two of Giogi's family members and attempted to ransom them back in exchange for the *spur.* Giogi and Cat went after them.

Olive and Drone soon joined Giogi and Cat in battle against Flattery, although the fight was primarily between Flattery and Giogi. Using the *Wyvern's Spur* and the *Finder's Stone,* Giogi was eventually victorious, and the heroes celebrated. (For more details, see Giogi's entry.)

Olive's next appearance is when she sneaks into the Tower of Ashaba in Shadowdale to help her comrade Finder Wyvernspur escape. Finder, who was being held there pending the result of his retrial by the Harpers, declined the offer (but only after commenting that he could get out anytime he wished to), stating that he wished to stay put and wait for the Harpers to reverse the decision that stripped Finder of his name and banished him to an otherplanar prison. (See Alias's entry for more information.) Olive also brought the *Finder's Stone* to its creator.

The saurial mage Grypht soon thereafter came to Finder's cell, and the two became engaged in a conversation about the return of Moander, the evil god also known as the Darkbringer. Since they were speaking in the saurial tongue, Olive couldn't understand a word either one was saying—a fact she found intensely frustrating.

The trio was then visited by Kyre, a ranger and Harper who (unbeknownst to them) had been enslaved by Moander. Olive hid, and the enslaved ranger magically imprisoned the

saurial wizard. Kyre attempted to kill Finder, but he avoided the attack. Olive came to his aid, giving Finder enough time to use a *teleport* spell in the *Finder's Stone* and take them both safely away from Moander's agent, though Kyre managed to grab the *Stone* from Finder at the last moment.

The *teleport* spell brought them to Finder's Keep at the southernmost edge of the Spiderhaunt Woods. In attempting to reach Finder's workshop, a repository of much magic, Olive (thanks to her size and dextrous skills) was able to explore the recently damaged halls. While working to pick a lock that was barring their way, Finder was struck by a poison-needle trap, and the pair was then attacked by orcs. They were fleeing the orcs when the poison overtook Finder. Olive revived him with a potion, left him in a place of safety so that he could recuperate, and headed off to his workshop alone.

After much effort, Olive reached the door to Finder's workshop. She sang the phrase that served as the door's key and entered. Within the room, she encountered a magical trap set by Flattery on the chance that his "father" would return. After a speech rang out decrying Finder's crimes regarding Flattery's creation, green magical beams cascaded about the room. A lock of Olive's hair was severed from her head by one of the beams, but she was otherwise unharmed. Searching the workshop, she soon realized that Flattery had removed every spell book, potion, and magical item that Finder had stored here. Having endured so much in so brief a time, Olive's emotions overwhelmed her; she sat down, pulled her knees up to her chest, and wept uncontrollably.

After regaining her composure, Olive heard noise in the corridor beyond the workshop. There, the weakened Finder was facing the orcs and their leader, a beholder named Xaran that was a slave of Moander. Finder convinced them to give him the antidote to the poison, which he drank. Xaran and Finder then entered "negotiations" over the bard's knowledge of simulacra and the mage Akabar Bel Akash in exchange for immortality. Olive suddenly burst out of the workshop, attacked Xaran, pushed Finder back into the workshop and reentered the room herself, but not before she was wounded by one of the beholder's eye beams.

While Olive bandaged her wound, Finder managed to uncover a *horn of blasting* from the remains of his workshop. After a brief discussion, the pair left the chamber and were escorted to Xaran by the orcs waiting outside. During their parley with the beholder, Olive realized that Xaran was the Darkbringer's pawn. Finder attacked the beholder and used the *horn of blasting* to bring down the ceiling on Xaran and the orcs. They fled, with the evil creatures in pursuit. Eventually, the pair was trapped in a dead end at the bottom of a well shaft—but they were protected from their pursuers, at least temporarily, by a section of collapsed ceiling.

Some time later, the pair heard Xaran's orcs digging through the rubble, and Xaran tried to attack them. In another part of the keep, Alias, Dragonbait, Akabar, and the other heroes arrived, thanks to the *Finder's Stone.* The heroes engaged Xaran and the orcs in battle, but Alias was captured by Xaran. Olive attacked the beholder, and that turned the tide of the battle. Soon, Xaran and all his orcs were defeated.

Reunited, the heroes all prepared to *teleport* to the Lost Vale and confront the Darkbringer. All, that is, except Finder, who took the *Finder's Stone* and fled upon arriving in the Vale. Olive and the other heroes managed to defeat the Darkbringer's scheme and free the saurials that Moander had enslaved.

Olive was reunited with Alias and Dragonbait some time later in the city of Westgate while the swordswoman was working for one of the city's merchant families to foil the machinations of the thieves' guild known as the Night Masks. Olive had taken a position with a halfling merchant family, to protect their interests from the Night Masks and from any other merchant houses that considered halflings inferior because of their height.

Olive helped Alias and Dragonbait dismantle much of the Night Masks' operations, and she located the home of one of the Night Masks' leaders, the Night Master known as Melman. The heroes entered Melman's manor (the very one the sorceress Cassana had owned ten years earlier) and rescued Melman from an assassination attempt, although Olive was briefly trapped by a gelatinous cube. She even worked with a polymorphed Alias (in halfling form) to protect one of Olive's employers from the clutches of the Faceless, the leader of the Night Masks. Olive witnessed the final confrontation between the other heroes and the Faceless, and doubtless she is now working on incorporating these latest events into her "Chronicles of Alias of the Magic Arm," her unfinished epic about the adventures of her friend.

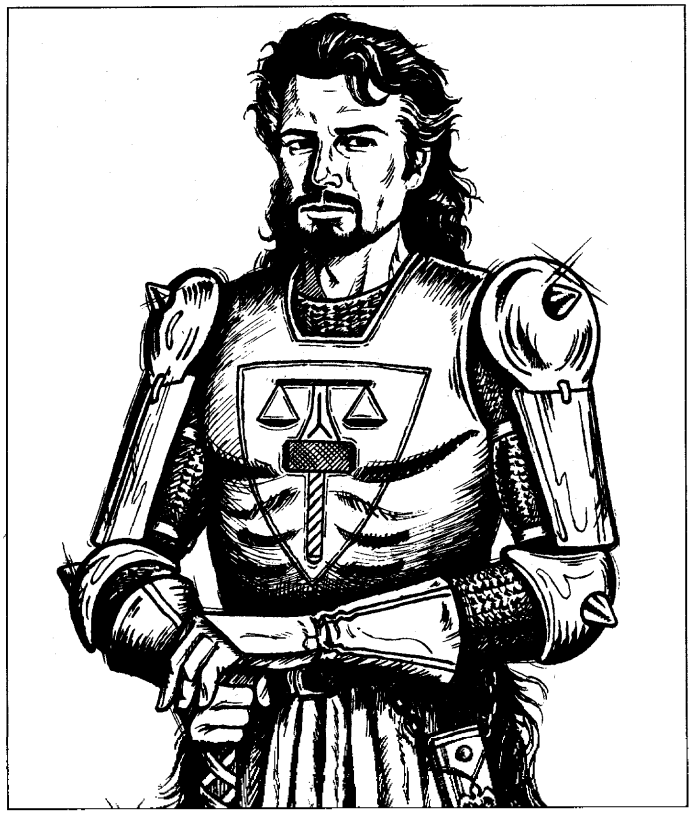
Motivations/Goals: Olive is an interesting character study, partly because she maintains the facade of being a bard. While she may sincerely wish to become known as one, her personality is far too chaotic for that to happen. Her thieving skills and her penchant for finding trouble wherever she goes often distracts her from working toward "bardhood."

Olive's penchant for supporting the underdog and her inclination toward goodness often compel her to act, especially if her friends or other halflings are involved.

Campaign Uses: While Olive could be encountered entertaining the clients of an inn or tavern with her songs and tales, it's at least as likely that she is involved in some sort of scheme or adventure that could sweep up the PCs as well. Olive is the perfect NPC "hook" to draw player characters into any number of schemes and adventures.

Of course, Olive's boisterous, chaotic side could take precedence, and the player characters might find themselves short of money or possessions after being in the company of this multitalented "bard."

Sources: *Azure Bonds, The Wyvern's Spur, Song of the Saurials, Masquerades.*



Piergeiron

Human male 16th-level paladin of Tyr
ARMOR CLASS: –1
MOVE: 12
HIT POINTS: 102
THAC0: 5
NO. OF ATTACKS: 2
ALIGNMENT: Lawful good
STR 17, DEX 14, CON 15, INT 14, WIS 16, CHA 17

Spells (3/3/2/1): 1st— *bless, cure light wounds, endure heat/cold;* 2nd— *augury, chant, find traps;* 3rd— *cure blindness, cure disease;* 4th— *cure serious wounds.*

Weapons of Proficiency: long sword; bastard sword; two-handed sword; heavy lance; medium lance; dagger; footman's mace; short sword; 1 open.

Nonweapon Proficiencies: blind-fighting; etiquette; fire-building; healing; heraldry; religion (worship of Tyr); riding, land-based (horse); 2 open.

Equipment: full plate mail armor; holy symbol of Tyr; standard adventuring gear.

Magical Items: *shining shield +1 (continual light* once per day on command); a *+5 holy avenger long sword; Lords' Effects*.*

Combat/Tactics: The Open Lord of Waterdeep is fearless in battle, confident in his ability to wield his sword and secure in the fact that his faith in his deity will see him through any danger. As a result, he most often leads any troops with him by brave example.

Allies/Companions: The other (secret) Lords of Waterdeep (including, among others, KHELBEN, DURNAN, MIRT, and DANILO); the church of Tyr; the Harpers.

Foes/Enemies: The Knights of the Shield; any who would establish a thieves' guild in the city; and the forces of evil (and their deities).

Appearance: Piergeiron is 6 feet 4 inches tall, muscular, and strikingly handsome. Because of his firm jaw, dark eyes, and curly brown hair flecked at the temples with gray, many ladies of the City of Splendors consider him to be the quintessential man.

Personality: Caring, dedicated, and cautious, Piergeiron seldom speaks, carefully weighing every word. When he does speak, he does so slowly and deliberately, clearly enunciating each word. While to some this makes him appear slow-witted or dull, he is anything but. Piergeiron simply never forgets the weight of his position in Waterdeep and understands that a misspoken word could be interpreted in any number of ways.

Locales Frequented: Piergeiron's Palace (his residence); the Halls of Justice (a temple to Tyr); and several other locations in Waterdeep.

History: The son of Athar "The Shining Knight," a famous paladin of the North's past, Piergeiron (also referred to as "the Paladinson") had quite large shoes to fill. Much less of a wanderer than his father, Piergeiron was serving as an officer of the city guard when the current Open Lord invited him to join the secret conclave of Lords. He became the city's new Open Lord upon the death of his predecessor. The fact that his identity is publicly known makes him a target for Waterdeep's enemies (and for some foes within the city; the Guild of Apothecaries & Physicians has tried twice to have him assassinated), but few could have withstood the pressure for all these years as well as the Paladinson.

Piergeiron's word is law within the walls of the City of Splendors, and very little of any import goes on within the city that he (and the other Lords) do not become aware of.

Motivations/Goals: Piergeiron's dual motivations are to serve and protect the city of Waterdeep, and in doing so, to glorify the lawful good precepts of of his deity.

Campaign Uses: As a public figure in Waterdeep, the PCs may well encounter Piergeiron while he is on some business or errand of the Lords or his church in the city. If an evil threatens the city, Piergeiron will certainly arrive on the scene to combat it as best he can. If he is in need of some assistance and no other authorities are yet present, he'll first look for other worshipers of Tyr or folks who look equipped to handle the problem (such as adventurers).

Source: *City of Splendors.*

Qilué Veladorn

Drow female 16th-level priest of Eilistraee; one of the Seven Sisters and the Chosen of Mystra

ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 92
THAC0: 10
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic good
STR 14, DEX 18, CON 25 (16), INT 17, WIS 17, CHA 18

Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion,* and *dispel magic* each once per day.

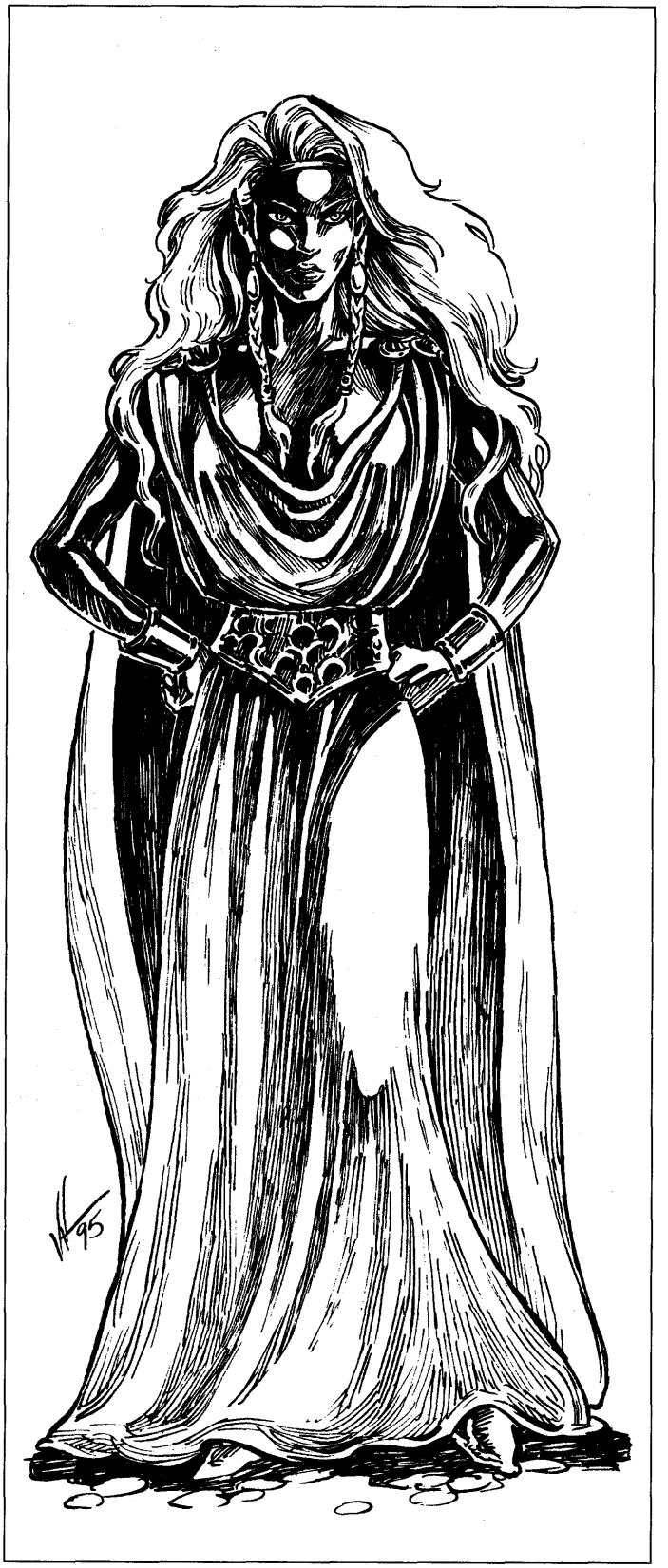
Spells (9/9/8/6/4/3/1): Qilué has major access to the spheres of All, Combat, Creation, Elemental, Guardian, Healing, Necromantic, Protection, Sun, and Weather and minor access to the spheres of Animal, Charm, Divination, Plant, and Summoning. Spells that she prefers or that she most often finds it necessary to carry include the following: 1st— *bless, combine, command, detect poison, detect evil, endure cold/endure heat, pass without trace, protection from evil, remove fear;* 2nd— *aid, augury, chant, hold person, messenger, silence 15′ radius, slow poison, speak with animals, wyvern watch;* 3rd— *call lightning, continual light, cure disease, negative plane protection, prayer, protection from fire, remove paralysis, speak with dead;* 4th— *control temperature 10′ radius, cure serious wounds, lower water, produce fire, protection from evil 10′ radius, spell immunity;* 5th— *cure critical wounds, dispel evil, flame strike, wall of fire;* 6th— *conjure fire elemental, heal, stone tell;* 7th— *holy word.* (See also "Bonus Spells" below.)

Weapons of Proficiency: dagger; long sword; long bow, flight arrow; footman's mace; staff sling; hand crossbow.

Nonweapon Proficiencies: artistic ability; dancing; direction sense; healing; languages, ancient (several); musical instrument (horn, flute, and harp); reading/writing (also in multiple tongues); religion (worship of Eilistraee); rope use; singing; spellcraft; swimming; tumbling.

Equipment: Besides the standard adventuring gear, Qilué also has access to all the resources of the Promenade of the Dark Maiden, the temple to Eilistraee located near the city of Skullport in the subterranean realm known as Undermountain.

Magical Items: a *singing sword** (which she can summon forth at will from an extradimensional space only she can access); a *blast scepter*;* a silver bracer that acts as a sheath for a silver *dagger +1* and also functions as a *ring of spell storing* with the ability to hold six spells of any level (the spells she keeps stored in it are *find traps, locate object, remove curse, fire storm, regeneration,* and *sunray).* She has access to a special *wand of magic missiles* that has 88 charges, can fire 6 missiles per round, and regenerates 1 charge per hour.



Qilué normally dresses in an enchanted robe that flickers with a constant, shifting silver glow. It combines the powers of a *minor globe of invulnerability* with the automatic power to reflect back at the caster the first spell of 7th level or greater cast at Qilué in any 12-hour period. She can will her robe to become *invisible,* to glow with a *faerie fire* -like radiance, or to emit mists that totally conceal Qilué in shadows or darkness and that can obscure her identity under brighter conditions. For the robe to exhibit any of these properties, it must be in contact with Qilué's skin.

Combat/Tactics: Qilué prefers diplomacy over combat, but if she must enter battle to defend herself, her views, or her temple, she can call on her drow heritage to be totally ruthless.

Allies/Companions: Her sisters; the clerics, staff, and guardians of the Promenade; and good-aligned drow throughout Undermountain.

Foes/Enemies: Evil drow (especially worshipers of the evil drow gods Lolth, Ghaunadar, and Vhaeraun); those who judge individuals on the basis of others' actions (such as those who assume all drow to be cruel, evil beings); slavers; and such organizations as the Zhentarim and the Cult of the Dragon.

Appearance: Much taller than an average elf, Qilué stands a full 6 feet in height. She looks like any other exceptionally tall drow priestess would, except for her lush and long silver hair—which trails down her back all the way to her ankles—and her almost indescribable beauty. Her facial features are softer and less angular than those of other female drow, causing her to be described by many a man (of any number of races) as "achingly beautiful."

Personality: While she can be stern and even ruthless when circumstances dictate, Qilué is a kind, caring woman. When not dealing with temple business such as freeing slaves, dancing to honor her goddess, or repelling an incursion by evil drow, she often exhibits an impish sense of humor when she is in a relaxed mood.

One of her favorite ways to have fun, which she has enjoyed ever since childhood, is to disguise herself as her sister Laeral and travel around on the surface. She loves to play harmless pranks and practical jokes, and she enjoys the opportunity to use a prank or trick to teach arrogant, haughty, or "know-it-all" adventurers that not all drow are evil.

Locales Frequented: The Promenade and Skullport in Undermountain, and Waterdeep (often in disguise as Laeral).

History: After the events involving the early years of the first six of the Seven Sisters (described on page 136), the Goddess Mystra was left with the problem of what to do with the unborn seventh sister now that the mother's body had been killed.

The Goddess of All Magic needed to find a pregnant female strong enough to act as a surrogate mother—and time was of the essence, Mystra knew, because using her undiluted power to keep the unborn infant alive would soon cause the child's death. Fortunately, she located Iliryztara Veladorn, a drow adventuress who was leading a band of dark elves toward the surface near where the mother of Qilué's six sisters was slain. Veladorn and her companions had been cast from the subterranean drow society for refusing to kneel to the will of Lolth's priestesses. They were instead followers of Eilistraee, the goddess worshiped by drow who savor beauty and light and who believe that all dark elves should return to the surface world. Now, Veladorn was determined to found a new community for those who shared her views.

Unbeknownst to Veladorn, the rigors of her journey had recently killed the unborn daughter she carried inside her. Mystra realized that switching the two unborn infants would aid both Veladorn and Qilué—and she discovered that Eilistraee herself was watching over Veladorn and was wondering how to preserve the drow's life before the unborn child poisoned her from within.

In an unprecedented move, Mystra revealed herself to Eilistraee and asked for permission to insinuate herself into the life of one of the drow goddess's most ardent worshipers. Once Eilistraee was aware of the circumstances and the opportunities presented by this sort of "merger," another unprecedented occurrence came to pass: drow and human goddesses agreed to work together for the benefit of their respective worshipers. The switch of unborn infants was made and Qilué was born, thus becoming the only of the Seven Sisters to serve two powers: Mystra and Eilistraee.

Qilué's youth was spent in the temple her "mother" Veladorn founded, and she grew into a powerful servant of the drow goddess herself. Most of the events of Qilué's past are unknown at this time, but it is known that she helped to open the eyes of another drow female, LIRIEL Baenre, in her quest to find a new life for herself outside the cruelty of drow society. Liriel returned the favor by assisting Qilué and the other priestesses of the Promenade in battling a group of drow who had followed Liriel.

Motivations/Goals: Qilué wishes for the influence of the Promenade to continue to expand, in turn showing that beings of all races can coexist peacefully. She hopes to see the drow abandon the endless wars, feuds, and intricate intrigues that so thoroughly dominate their lives today. The best way to achieve this, she believes, is to convert as many as she can, by either direct or indirect means, to the worship of the Dark Maiden, Eilistraee.

Campaign Uses: Since Qilué is the least known of the Seven Sisters, PCs may not even be aware of her existence, much less her identity and location. However, if the PCs are exploring Undermountain or are near Waterdeep, they may unknowingly encounter her. She has been known to assist adventuring companies who find themselves in dire straits while exploring Undermountain, but almost always requires some form of service from them in return for her assistance. On occasion, characters whom she helped have taken up a permanent associ-

ation with Qilué and the Promenade—one of numerous ways in which she has caused Eilistraee's following to grow.

Qilué also keeps track of events in Waterdeep, such as slaving and the distribution of addictive magical potions (an increasing problem recently). On the other hand, she promotes increased trading between drow merchants and those of the surface world, feeling that if good will can't bring the races together, perhaps commerce (and increased profits for all) will.

The Seventh Sister seeks good-aligned adventurers in the area to wear her badge and act in the name of the Promenade of Eilistraee. She even may become the patron of such a group. If she takes an especially strong liking to a group of heroes, she can make their lives easier in numerous ways—for instance, by giving them a means of magically communicating with her if they find themselves in danger. But such beneficiaries of her generosity should never lose sight of the fact that being helped by Qilué always carries a price—and sometimes this may be a price that characters are not easily able to pay.

Sources: *The Seven Sisters, The Drow of the Underdark.*

Unique Abilities

Spell Immunity: Qilué is immune to *magic missile, web, lightning bolt, Evard's black tentacles, cone of cold, chain lightning, power word stun, sink,* and *imprisonment.*

Bonus Spells: In addition to her normal repertoire, Qilué can cast *cure light wounds, charm person or mammal, dispel magic, neutralize poison, raise dead, blade barrier,* and *resurrection* each once per day without having to memorize them or use any of their components. (By agreement of the two goddesses instrumental in her birth, Qilué's bonus spells are clerical in nature.)

Mystra has granted Qilué the ability to disrupt the power of any magical items within 90 feet of her. With only an act of will, Qilué can prevent some items from functioning while allowing others to perform normally. She further can use any item's powers or charges to augment the effects of another item. The precise limits and the exact methods Qilué uses in performing this ability are unknown.

Also, as a priestess of Eilistraee, Qilué can conjure *moonfire* at will once a day for each experience level she has. Therefore, she currently can call on *moonfire* 16 times a day. Each use lasts 1 round per level, so Qilué's *moonfire* lasts up to 16 rounds whenever called upon. This effect is similar to a *faerie fire* effect that lights up the user's body.

Moonfire is controlled by the priestess and can range from a faint glow to a clear, bright light (but not as bright as true sunlight for the purpose of combating undead). *Moonfire* serves well for finding one's way, reading, or attracting the attention of other beings. A priestess using *moonfire* can move, fight, cast spells, or even sleep and the *moonfire* will sustain itself until its duration expires. *Dispel magic* or *darkness* cancels out *moonfire.*

Priestesses of 4th level and higher can cause the *moonfire* to drift away from their bodies, causing an effect similar to a *dancing lights* spell.

Regis

Halfling male 7th-level thief
ARMOR CLASS: 4
MOVE: 12
HIT POINTS: 35
THAC0: 17
NO. OF ATTACKS: 1
ALIGNMENT: Neutral (strong good tendencies)
STR 10, DEX 17, CON 15, INT 13, WIS 15, CHA 15
(18 to halflings)

Weapons of Proficiency: footman's mace; dagger; short bow, flight arrow.

Thief Abilities: PP 50, OL 50, F/RT 55, MS 60, HS 80, DN 35, CW 70, RL 10.

Nonweapon Proficiencies: appraising; direction sense; rope use; tumbling; 3 open.

Equipment: thieves' tools, standard adventuring gear.

Magical Items: a +2 *luck stone;* a *ruby pendant of beguiling* (functions as a *rod of beguiling);* a *mace* +2.

Combat/Tactics: Regis abhors violence, particularly when it's directed at him. If his fast talking can't get him out of trouble, his fast feet have been known to do the job nicely.

When he must enter battle, he does so with the *mace* +2 that Bruenor forged for him. Regis strikes to incapacitate, not

to kill. Favorite targets of his include the knees (front or back) and the groin—the latter primarily against foes taller than he. These targets all qualify as called shots (see the *DMG* for specifics).

Allies/Companions: BRUENOR Battlehammer; DRIZZT Do'Urden; CATTI-BRIE; WULFGAR.

Foes/Enemies: Certain unnamed enemies in the thieves' guild of Calimport.

Appearance: Barely 3 feet tall if you count the fluffy brown locks atop his head, Regis has legs that appear too short for his body, probably because his belly hangs so far over his belt.

Personality: Regis is the master of comfortable living. He can charm someone into inviting him over for dinner, and he is not above a little good-natured pilfering. He is good-hearted, though, and wouldn't steal from those in need or from his friends. In fact, he actually prefers running small cons over outright theft.

Perhaps the best word to describe Regis is sly. While few who know him would consider him subtle, he can be crafty. He gets involved in quite a bit of mischief, but never sets out to hurt anyone; he's simply trying to improve his quality of living at others' expense (who won't miss it anyway).

Locales Frequented: Icewind Dale; Mithral Hall. He also spent much of his youth in the city of Calimport, though it's unlikely he'd return there now, since he left town in a quite a hurry the last time he was there.

History: Regis was born in or near Calimport. His earliest recollections are of a childhood spent on the streets, begging and stealing. When he was fortunate, he would be spied by one of the girls of a local festhall and be adopted as a sort of house mascot. It was in these houses that he got his first taste of the soft life he would quest after in later years. A lady of one of these houses introduced him to one of her important clients: Pasha Pook, master of the city's thieves' and assassins' guilds.

Pook was intrigued by this larcenist in a body the size of a boy's, and brought Regis into his thieving organization. The halfling did not disappoint his new master, and began to rise rapidly through the ranks. But life in a guild can be hard for those not at the top; Regis became bored, and looked for a shortcut to a higher place in the pecking order.

His shortcut presented itself when he discovered that Pook used a magical ruby pendant in his dealings. Thinking the pendant to be his ticket to the easy life he sought, Regis stole it from the master thief and took to the road. Pook proved more determined than Regis anticipated, though, and wherever he went, Pook's men soon followed.

Regis's flight finally brought him to the rigid climes of Icewind Dale, where he believed not even Pook's hired thugs could find him. He settled down in the Ten Towns village of Bryn Shander and used his "influence" to make himself the unofficial mayor of the place.

When the evil wizard Akar Kessell assembled an army of humanoids and assaulted the area, Regis joined the other companions in the defense of Ten Towns. After the wizard's defeat, Regis was somehow tagged as the hero of the day, and was awarded the finest home, food, and accoutrements that Icewind Dale had to offer. Regis had finally found the life that he had so wished to live.

All that ended not long afterward, though, when the assassin Artemis Entreri, working for Pook, entered Icewind Dale seeking Regis and the pasha's ruby pendant. Regis then hurriedly joined Bruenor's quest to find Mithral Hall. Entreri followed, gathering a group of his own that included an evil mage, a warrior, and a golem.

Artemis eventually did apprehend Regis and return him to Calimport so the halfling could explain to Pasha Pook why he had taken the ruby pendant. His friends came to his rescue, however, freeing him from Pook's clutches.

Regis decided to remain in Calimport and run Pook's guild, not realizing that Entreri was still out there. The assassin kidnapped Regis, imprisoned him, used a magical mask to impersonate the halfling, and showed up again at Mithral Hall as part of a plan to defeat Drizzt once and for all. Though Regis's friends were initially taken in by the ruse, it wasn't long before Drizzt found Regis and again saved his life. Entreri had led the drow to the bound halfling intentionally, to give the assassin the advantage by slowing Drizzt down and forcing him to tend to his friend. Entreri's plans were foiled again when he and Drizzt were both ambushed by a group of drow, forcing the two of them to fight off their common enemy.

Later, Regis was the only one Drizzt told about his plans to return to Menzoberranzan and end the drow's interference in his life. When the halfling was soon thereafter confronted by Catti-brie, who demanded to know where Drizzt had gone, he told her of the drow ranger's plan, and she went off after Drizzt.

While they returned safely (with the help of Entreri, no less), they brought trouble as well. A literal army of drow and their slaves attacked Mithral Hall, and it required all the resources of all the heroes to put down that threat.

Regis's story, like that of his friends, is not complete, but if he remains true to form, he will likely be in trouble again soon.

Motivations/Goals: Regis wants to live as easy a life as possible, and he's working to set new standards in this respect. He also enjoys running his little scams, for they are the easiest way he knows to get ahead in the world.

Campaign Uses: Being the rapscallion he is, Regis may be the trigger that brings PCs into a scheme of his devising, or he may lead them (purposefully or not) into contact with some of his friends. Perhaps a halfling PC is related to him, or he pilfered some minor item from one of the PC's families years ago, and the owner has just tracked down the heirloom. The more outrageous the scheme, the more likely Regis is to be involved.

Sources: *The Crystal Shard, Streams of Silver, The Halfling's Gem, The Legacy, Starless Night, Siege of Darkness.*

Ren o' The Blade

Human male 15th-level ranger
(Formerly 10th-level thief)
ARMOR CLASS: 2 (chain mail as ranger); 5 (leather as thief)
MOVE: 12 (18 with gauntlets)
HIT POINTS: 95
THAC0: 6
NO. OF ATTACKS: 2
ALIGNMENT: Neutral good (lawful tendencies)
STR 18/08, DEX 17, CON 17, INT 16, WIS 14, CHA 17

Spells (3/3/2): 1st— *entangle, locate animals or plants, pass without trace;* 2nd— *speak with animals, trip, warp wood;* 3rd— *snare, spike growth.*

Weapons of Proficiency: dagger; long sword; long bow, sheaf arrow; short sword; two-handed sword; 8 open.

Thief/Ranger Abilities: PP 70 (80 with *gauntlets),* OL 55 (65 with *gauntlets),* F/RT 45, MS 99, HS 99, DN 60, CW 80, RL 60.

Nonweapon Proficiencies: bowyer/fletcher; gaming; hunting; jumping; reading/writing; riding, land-based (horse); rope use; set snares; tightrope walking; tracking (+5); tumbling; 6 open.

Equipment: When he worked as a thief, Ren wore black leather armor that had brilliant blue gemstones in the shoulder pads. As a ranger he wore elven chain mail that had the lightness of clothing (no penalty to thieving or other abilities). On his feet were boots made from the hide of a bronze dragon. When he went thieving, he carried an ordinary short sword on each hip along with 9 throwing daggers secreted on his person. He had an extensive array of thieving equipment that included hinge oil, climbing hooks, door wedges, lockpicks, and rope.

Magical Items: *gauntlets of dexterity* that are jet black, but after a few moments become invisible on Ren's hands, and in addition to their other powers increase his base movment rate by 6; a *two-handed sword* +2; a *cloak of displacement;* a flask of *oil of fiery burning;* two *ioun stones* (pearly white and dusty rose); two *daggers* +3. These daggers, which Ren refers to as "Left" and "Right," are hidden in his boots. In the hilt of each one is a midnight blue *ioun stone* that enables Ren to bring them to his hands (from wherever they may be) upon his command. His horse wears magical barding that is the equivalent of AC 2 and protects the beast (but not the rider) from the harmful effects of all magical attacks.

Combat/Tactics: Ren o' the Blade fights fearlessly. He typically throws both of his daggers at his opponent and then blasts into battle with a sword. In melee, he often calls one of his daggers back to his hand and fights two-handed. While he will shoot with a bow, he prefers not to because for some strange reason, he has lost many an archery contest to others. Ren has no qualms about getting into a brawl and has been known to spread his arms wide, charge, and knock over as many as three opponents at a time. When he is angry, Ren often becomes reckless, and has been known to take on large orc bands (as many as 30!) all by himself.

Allies/Companions: SHAL; TARL; Daile Redfletching, his daughter; the dwarves of Thar. (See the end of this entry for information on Daile and the dwarves.)

Foes/Enemies: At present (because he is dead), Ren has no enemies, although he built up quite a reputation as a fearsome killer of orcs and other evil humanoid creatures. To this day, the orcs of the Valley of the Falls secretly plot vengeance against Ren, not knowing he is not alive. These are very tough orcs with the statistics of bugbears.

Appearance: At the time of his death, Ren's golden blond hair and beard were streaked with a bit of gray and his movement was beginning to slow with the onset of age. Yet he still walked with grace—an imposing figure at 6'6" tall and 225 pounds—and his blue eyes were as intense as in his younger days.

Personality: Ren was a man of good humor and wit, even though he experienced much pain in his lifetime. He suffered under a sense of loss through most of his life because many whom he became close to died. He never thought that anything could thrill him more than the sheer joy of unadulterated nature and the woodlands, and it was there that he found peace. Yet he did find something more thrilling: his daughter Daile, who became a ranger in her own right. Ren had a streak

of bigotry in him: he intensely dislikes all orcs and gnolls, and would cut them down for practically no reason at all.

Ren has a strong sense of honor. He will abide by his word and fulfill any contract he makes. When involved in a duel of honor, he gets angry if someone gives him a hand (even if he is losing!). He is a loyal friend, a competitive gaming opponent (he likes knife-throwing games but will haggle about the rules), and an utterly dependable battle companion. He can also be a sneaky spy, and his ability to pick pockets can be used to hide things on other people. The affable ranger becomes a maddened bull, however, whenever he spots atrocities of any sort that have been committed against nature. At that point he becomes enraged, and it takes a lot of persuasion to get him to relent, even against unreasonable odds.

Ren loves horses and has been known to spoil them shamefully. Anyone abusing a horse in Ren's presence probably would not last long.

Locales Frequented: Ren was familiar with the cities of Waterdeep, Phlan, and Glister. He spent the early years of his rangering career in the various woods close to Waterdeep, but in his later years he knew the area between Phlan and Thar as well as any other. He had a small keep in a secluded area of Thar known as the Valley of the Falls.

History: Little is known of Ren's background, except that he grew up in the metropolis of Waterdeep and then spurned the hustle and bustle of urban living in favor of a ranger's life. For many years he wandered the woods in and around Waterdeep, learning his profession and developing a reputation for killing evil humanoids.

On one of his infrequent visits to Waterdeep, he met a vivacious thief named Tempest and was so taken with her that he fell in love and became her partner. It was Tempest who taught Ren his thieving skills and gave him the ioun stones that he put in the hilts of his magical daggers.

Tragedy struck when Tempest was murdered by someone using a mysterious green poison. Stricken with grief, Ren gave up adventuring altogether and took a job as a waiter in the city of Phlan. It was there that he met the mage Shal, who had come into the city to avenge the death of her master—also the victim of someone using green poison. Shal was the spitting image of Tempest, and Ren thought for a while that he had again found love in his life. He teamed up with Shal and her companion, the priest Tarl. The three went on a series of adventures, eventually freeing Phlan from an evil creature that would have taken over the city and perhaps all of the Moonsea area. Later he was involved with defeating the Red Wizard Marcus, who had magically moved Phlan beneath his tower.

Ren settled in Thar, where he won a small holding known as the Valley of the Falls after he ridded it of various orc, ogre, and other humanoid tribes. He married a pale-haired druidess named Ciela who bore his daughter Daile. (Ciela later died from natural causes.)

When Phlan was again threatened by an evil pool, Ren and Daile went to the aid of the sorceress Evaine (see Shal's entry for more on her). As they approached the crumbled remains of Marcus's red tower, they were attacked by a fiendish black knight, and Ren challenged it to single combat. Although it appeared indestructible, the proud ranger destroyed it—but in the battle, he also was killed. His body now lies interred under a quiet copse of trees.

Motivations/Goals: Ren's goal in life was to find peace and happiness. He ultimately achieved this—if only for a time—by settling down in the Valley of the Falls, finding a wonderful wife, and having a daughter he was extremely proud of.

Campaign Uses: DM's wanting a mid-classed thief NPC could look a long time before finding someone as versatile as Ren. His neutral good alignment also makes him a reliable thieving companion.

In a different situation, Ren could be a formidable ranger NPC whom the PCs could run across in the wilderness, especially if they are lost or disoriented. He would eagerly join any expedition to hunt down orcs or other evil humanoids. Or, because Ren is dead, his daughter could be used in his place. One adventure idea (of many possible ones) could have Daile returning to the Valley of the Falls after helping Kern recover the *Hammer of Tyr* (see Tarl's entry for details).

Sources: *Pool of Radiance, Pools of Darkness, Pool of Twilight.*

Daile Redfletching (CG hf R3): Daile is the daughter of Ren and is (was) the joy of his life. As his only heir, Daile inherited her father's equipment, weapons, armor, keep, and other possessions. All of her arrows are fletched with red feathers, and she wields a *longbow +5* that will work only for her. She has to speak a command to the bow (e.g., "Seek the heart") in order for the enchantment to work. Inlaid on the bow are the two blue *ioun stones* that used to be in Ren's daggers. (After he died, the stones detached themselves from the daggers and flew into Daile's bow, giving it an even stronger enchantment. Without the stones, Ren's daggers are merely +1 weapons.)

Daile was among the companions of Kern, the paladin son of Shal and Tarl, who led the quest to destroy the latest of the evil pools to threaten Phlan. She has short red-gold hair and the blue eyes of her father.

The Dwarves of Thar: While Ren was cleaning out the area in Thar known as the Valley of the Falls, he came upon a band of orcs and hill giants that had captured about 40 dwarves. Ren sneaked down and freed the dwarves, thinking that they could then escape unnoticed. Instead the dwarves fiercely attacked their former captors, and when the dust had settled only 14 of them were left alive. These dwarves, in their gratitude, swore to Ren that they would ensure that he and his heirs would be safe whenever they chose to reside in the Valley of the Falls. Treat this group as hill dwarves (MONSTROUS MANUAL™ Tome, page 94).

Rinda

Human female 5th-level bard
ARMOR CLASS: 4
MOVE: 12
HIT POINTS: 31
THAC0: 18
No. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 11, DEX 16, CON 17, INT 17, WIS 17, CHA 13

Spells (3/1): Although her level as a bard entitles her to cast spells, Rinda has not learned any magic so far. Logical spells for her to carry, if she could acquire them, would be: 1st— *comprehend languages, detect magic, read magic;* 2nd— *alter self.*

Weapons of Proficiency: short sword; dagger; short bow, flight arrow.

Bard Abilities: PP 10, DN 20, CW 50, RL 5.

Nonweapon Proficiencies: artistic ability; disguise; firebuilding; languages, modern (Dethek runes); languages, ancient (Thorass); local history (Zhentil Keep); reading/writing; set snares.

Equipment: Studded leather armor, and standard adventuring gear. Rinda also possesses a medal King Azoun of Cormyr originally awarded to an orc general after the crusade against the Tuigan Horde. This item, if presented at Azoun's court, would certainly gain her admittance and protection there.

Magical Items: The *Cyrinishad** (an artifact), and an *amulet of godblinding* (a gift from Oghma, it prevents Rinda from being perceived by the gods, foils magical tracking attempts, and prevents normal tracking techniques from working).

Combat/Tactics: Rinda has had little formal combat training, but she's quick and she thinks on her feet. Once while she was unarmed and without armor she bested two armed and armored orcs using only her booted feet, a book, and her wits.

Allies/Companions: GWYDION, and the churches and other clerical organizations of the god Oghma.

Foes/Enemies: Cyric, his minions, and his clerics.

Appearance: Rinda is about 30 years old, slim and short, with green eyes and curly, shoulder-length dark brown hair.

Personality: Rinda is one of those rare souls who genuinely cares for all those around her, especially those less fortunate.

She is determined to see that the *Cyrinishad,* the tome Cyric forced her to help create, never falls into the hand of the evil god or his followers again. Similarly, she will act to keep the book from all beings who could twist its evil to their own ends.

Locales Frequented: Unknown, although she (and perhaps Gwydion) may be heading toward Cormyr.

History: The daughter of a scribe, Rinda grew up in one of the worst slums of Zhentil Keep, where she gamed an appreciation for the plight of suffering people: beggars, orphans. refugees, political prisoners, and so forth.

Unfortunately, having a scribe for a father set her in the path of Cyric, the Prince of Lies. When her father failed in the task of composing the perfect book on the life of Cyric, the god enlisted Rinda for the job. Her skills in manuscript writing and illumination were peerless, and in time, she was near to finishing the *Cyrinishad,* the evil god's book of propaganda.

Rinda's divine entanglements were not over, however, for the gods Oghma, Mystra, and Mask enlisted her to write a book on the *True Life of Cyric* to combat the vile enchantments of the *Cyrinishad.* It was her work on both books that led to the fall of Zhentil Keep and of the Lord of the Dead: Rinda's *True Life* was substituted for the *Cyrinishad* in the holy ritual intended to make all folk of Faerun followers of Cyric.

Meanwhile, protected by the amulet she got from Oghma, Rinda escaped the burning, riot-torn Zhentil Keep, taking with her the *Cyrinishad.* She is now its guardian, wandering Toril out of the sight of the gods. Rinda was never taught how to cast spells, and has only the most basic level of thieving skills. If she were to receive formal training in these areas, she'd likely soon be on a par with other bards of her level.

Motivations/Goals: Rinda is sworn to guard the *Cyrinishad* from the forces of the mad god, Cyric.

Campaign Uses: She may be found almost anywhere—in a roadside inn or tavern resting from her travels, or perhaps in hiding from the minions, bounty hunters, or clerics of Cyric.

Sources: *Prince of Lies, Ruins of Zhentil Keep.*

Robyn Kendrick

Human female 14th-level druid
ARMOR CLASS: 2
MOVE: 12
HIT POINTS: 92
THAC0: 12
NO. OF ATTACKS: 1
ALIGNMENT: Neutral (strong good tendencies)
STR 14, DEX 16, CON 16, INT 16, WIS 18, CHA 17

Spells (8/8/7/6/3/2/1): 1st— *animal friendship, bless, create water, detect magic, detect poison, entangle, invisibility to animals, locate animals or plants;* 2nd— *barkskin, fire trap, heat metal, obscurement, slow poison, speak with animals, trip, warp wood;* 3rd— *call lightning, plant growth, protection from fire, hold animal, locate object, summon insects, water breathing;* 4th— *call woodland beings, cure serious wounds, giant insect, lower water, neutralize poison, plant door;* 5th— *air walk, animal summoning II, cure critical wounds;* 6th— *fire seeds, weather summoning;* 7th— *control weather.*

Weapons of Proficiency: quarterstaff; club; sickle; dart; dagger.

Nonweapon Proficiencies: agriculture; direction sense; herbalism; local history (Moonshaes); religion (worship of the Earthmother); riding, land-based (horse); spellcraft; weather sense; 4 open.

Equipment: As High Queen of the Moonshaes and the Great Druid of the Earthmother, Robyn's access to all forms of equipment was considerable. Now, in the wilds of Myrloch Vale, she needs only what the Earthmother provides for her.

Magical Items: *Torque of the Goddess*; druid staff*.* Robyn also has the knowledge to create *runesticks*.*

Combat/Tactics: Robyn prefers to stay out of melee combat, allowing Tristan and others more disposed toward it to handle such things. She favors a support role, casting spells to support and aid her friends. If forced, however, Robyn is more than capable of defending herself.

Allies/Companions: Her husband, TRISTAN Kendrick; her daughter ALICIA; KEANE the wizard; and all the peoples and animals of Myrloch Vale and the Moonshae Isles.

Foes/Enemies: Foes of the Earthmother and any who would harm her family or her home, the Moonshae Isles.

Appearance: Robyn is still physically beautiful despite her years of fighting and ruling. Her long, lustrous black hair shines in the sunlight and her green eyes, which have seen so much sadness, still sparkle. Robyn tends to dress in practical garb such as a tunic, leggings, and a cape.

Personality: Robyn is bright, committed both to the Moonshaes and the Earthmother, and deeply loves her husband and daughter.

She's also a quite competent ruler, as she showed when she sat on the throne during Tristan's kidnapping. She displayed an ability to keep her head even when her emotions were churning with concern over her husband. She worked to gain as much information as possible from Tristan's kidnappers before unleashing force against them. She was similarly strong throughout Tristan's rescue and Deirdre's death, before she retired to Myrloch Vale.

At peace with herself at long last, Robyn is content to live in serene comfort with her goddess and her husband. She is wise, calm, and possessed of great inner beauty.

Locales Frequented: Myrloch Vale or anywhere in the Isles that needs the attention of the Great Druid of the Moonshaes.

History: Robyn is the daughter of Brianna Moonsinger, a past chief druid of the Moonshae Isles, and the niece of Genna Moonsinger. When she was one year old, Robyn was brought to the court of King Bryon for safekeeping by Brianna, who was endeavoring to halt the growth of Kazgoroth, the Beast. (She failed, and paid for that failure with her life.)

King Bryon raised Robyn as his own, saying she was the daughter of a guardsman who died in battle. It was in this way that the king tried to shield the young girl from the evil forces that were gathering in the form of Kazgoroth.

By the time Kazgoroth arose, Robyn had instinctively acquired knowledge of a substantial amount of druidic magic. She first became aware of her powers when she called forth an entangle spell to save the life of the king's son Tristan. As the battle against Kazgoroth continued, King Bryon gave her the *druid staff* and the spellbook that had belonged to her mother.

After the threat of Kazgoroth was eliminated, Robyn knew that she needed to learn more about her heritage and her power. She went to Myrloch Vale and stayed with Genna to learn, pray, and grow powerful in the Earthmother's sight.

When the forces of the evil god Bhaal set their sights on the Moonshaes, they found Kazgoroth's stony heart and sought to kidnap Robyn in order to sacrifice her and thereby return the Beast to life. Robyn survived the attack of a druid subverted to Kazgoroth. Not understanding the power of the stone that the druid had borne, Robyn disposed of it. A cleric of Bhaal found it, raised an undead army, and led his troops against the druids.

Robyn fought valiantly alongside the other druids in an attempt to slow the army's advance, but eventually it became clear that they could not stem the tide. To prevent her followers from becoming undead themselves, the Earthmother turned all of her druids except Robyn to stone. Robyn had been drawn away from the battle, and knowing there was nothing more she could do, she shapechanged and fled to the island of Alaron. Tristan was engaged in conflict there against the new High King, a puppet of evil who had ascended to the throne after Tristan's father was assassinated.

Reunited with her love, Robyn used her skills to help Tristan and his allies persevere, after which Tristan himself was acclaimed as the new High King of the Moonshaes.

Despite this victory, the Earthmother was still weakening—likely because Bhaal had corrupted a Moonwell*, transforming

it into a Darkwell and thus poisoning all life around the place. Bhaal's cleric, ruling over the desecrated remains of Myrloch Vale, used the heart of Kazgoroth to corrupt the petrified form of Genna Moonsinger, which Bhaal then reanimated.

Robyn could sense the Earthmother's weakening state, but could not forestall it. Indeed, she felt her own druidic power continue to grow despite the downward spiral of her goddess. (Perhaps her power was now being supplied by Chauntea, who was moving to act against Bhaal's plans.)

After an attack at sea by sahuagin, the king of the northmen, Grunnarch the Red (whose ship Tristan, Robyn, and the others had saved), gave Robyn some clerical scrolls (of Chauntea) as a sign of friendship and of the new alliance between the Ffolk and the northmen.

During a banquet celebrating the new alliance, the corrupted form of Genna, in the guise of a red-haired temptress, turned Tristan's head and led him into a compromising position. Robyn discovered the two of them together and fled, convinced that Tristan had thrown her over for another woman.

Despite her broken heart, or perhaps because of it, Robyn lost herself in the clerical scrolls given to her by Grunnarch. They detailed how to master the four elements of the natural world: earth, wind, fire, and water.

Using knowledge gained from the wind scroll, Robyn flew on the winds toward Myrloch Vale the next morning, since she had no wish to travel with Tristan.

Robyn fought some of Bhaal's perytons and killed several, thanks to her ingenious and tactically sound use of her druidic *shapechanging* ability. She found her friends not long thereafter, and had an uncomfortable reunion with Tristan.

As Bhaal's presence continued to extend itself across the Isles, the evil deity put his final plan into action: he intended to use the Darkwell as a gate for his avatar to enter the Realms and destroy the Moonshaes. Eventually the heroes reached the Darkwell just as Bhaal was emerging. Robyn embraced the goddess Chauntea and was able to turn the death knights that had accompanied Bhaal's avatar. She badly wounded the avatar, then helped to convince Tristan to hurl his sword into the Darkwell, breaking the avatar's link to their plane of existence.

With both the Earthmother and Bhaal seemingly gone from the Moonshaes forever, Robyn began organized worship of Chauntea and forgave Tristan. They were married that winter, and Robyn gave birth to two daughters, Alicia and Deirdre, in the next two years.

We next see Robyn nearly 20 years later. When Tristan went on a trading voyage, Robyn took charge of the Isles. She fell ill soon thereafter, and was forced to send Alicia and her tutor Keane to investigate the report of a new Moonwell instead of going herself. Robyn had been so long removed from the Earthmother's touch, it seems, that again feeling the goddess's gentle caress shocked her system. It was soon apparent that the Earthmother was indeed returning to the Isles.

Later, when Tristan was taken prisoner by the sahuagin,

Robyn accompanied her daughter, Keane, and others on a voyage to Evermeet that ended with the rescue of her husband.

Not long after the family's return from that voyage and rescue, evil gods made one more attempt to destroy the Earthmother and her followers. While this scheme was defeated after Robyn became the avatar of the Earthmother herself, it cost young Deirdre her life. After this trauma, Robyn decided that she would go to live in Myrloch Vale and commune with the Earthmother. Tristan abdicated his throne to be with his wife.

Motivations/Goals: Like all druids, Robyn is dedicated to maintaining the wild places of the world—in this case, the Moonshaes. Unlike many druids, however, Robyn will often stand her ground against an evil threat as long as she can, rather than flee to alert others of the danger.

The only emotion that matches her devotion to the wilderness is her love for her family. She would risk (and has risked) her life to save a loved one.

Campaign Uses: Robyn would most likely be encountered somewhere in the Isles, perhaps in prayer or instructing young druids in Myrloch Vale. PC druids could not find a better place to study their arts and learn the secrets of druidism than in the Moonshae Isles.

Sources: *Darkwalker on Moonshae, Black Wizards, Darkwell, Prophet of Moonshae, The Coral Kingdom, The Druid Queen.*

Ruha

Human female 16th-level mage
ARMOR CLASS: 7
MOVE: 12
HIT POINTS: 42
THAC0: 15
NO. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 16, DEX 17, CON 15, INT 18, WIS 16, CHA 16

Spells (5/5/5/5/5/3/2/1): Ruha's spells are mostly based on the elements of flame, sand, and wind. Some have not been learned by most wizards from more temperate parts of the Realms. The following list contains spells that Ruha is known to have used or could be expected to have in her repertoire.

1st— *affect normal fires*††, *burning hands, enlarge*††, *move sand*†, *sand quiet*†, *sand slumber*†, *sleep*††, *Tenser's floating disc;* 2nd— *dust curtain*†, *enlarge desert creature*†, *flaming sphere*††, *invisibility*††, *pyrotechnics*††, *sand shadow*†, *stinking cloud, whispering wind;* 3rd— *fireball*††, *flame arrow, gust of wind, lightning bolt, Melf's minute meteors, sunscorch*†; 4th— *conjure sand lion*†, *dig* (used to create an avalanche), *fire charm*††, *hallucinatory terrain*††, *polymorph other, polymorph self, sunwarp*†; 5th— animal *growth*††, *cloudkill, conjure air elemental, hold monster, shield of winds*†, *telekinesis;* 6th— *lower water, move earth*††, *summon wind dragons*†, *transmute water to dust;* 7th— *duo-dimension, phase door*††, *sun stone*†; 8th— *incendiary cloud*††, *river of sand*† .

† Descriptions of these spells can be found in the *Arabian Adventures* rulebook.

†† If the information in *Arabian Adventures* is unavailable, use these spells in place of the others.

Weapons of Proficiency: jambiya (a type of dagger having a double-edged and curved blade, dmg 1d4/1d4); 2 open.

Nonweapon Proficiencies: agriculture; etiquette (Bedine); healing; reading/writing (Bedine); riding, land-based (camel); seamstress; survival (desert); 5 open.

Equipment: Her desert robe, or *aba,* is unique, since it also serves as a spell book; Ruha has embroidered the text of some of her favorite spells on its inside. On her shoulder is a bag containing a ground loom, an extra jambiya, an extra *aba,* three veils, a needle and thread, and her traveling spell book.

Magical Items: a *jambiya +3,* given to her by her mentor on the occasion of her 12th birthday.

Combat/Tactics: Ruha fearlessly darts in and out of battle, making deadly slashes with her jambiya. Although she is not a large person, she has good strength and has been known to rip open an opponent's belly lengthwise with one swipe of her blade. She is rarely surprised in combat due to her awareness of what is going on on the battlefield and her very high dexterity.

Allies/Companions: LANDER, a Harper agent (now deceased); Sheikh Sa'ar of the Mahwa tribe of Bedine (NG hm F9).

Foes/Enemies: Ruha hates all Zhentarim. They invaded the desert and destroyed her tribesmen, her husband, and her lover. She shares an equal hatred of the monsters known as asabis, lizardmanlike beings who are allied with the Zhentarim.

Appearance: Ruha is in her mid-20s, of moderate height (5'5") and weight. Her shawl and veil hide her sable hair and all of her statuesque face except for her brown, sultry eyes. On her cheeks are crossed hash-mark tattoos. Her body is nicely shaped, although her billowing *aba* conceals this fact.

Personality: Ruha is a strong-willed young woman. For the longest time, her greatest fear was being forced to live alone or away from her people. As a young girl and a teenager, she was very self-conscious of her magical skills and her second sight (see below), and she was saddened that her fellow Bedine tribesmen shunned her as a witch. She became attracted to Lander after she met him, largely because he accepted her magic. Once her tribesmen also accepted her magic, Ruha's self-esteem soared.

Although Ruha follows Bedine customs and traditions, she also demands respect for herself from others, and will do so with a very sharp tongue. Despite her self-confidence, she is modest in many ways. For example, she will not remove the veil from her face except during the most intimate of circumstances. Even when she eats or drinks, she turns her back on males before removing her veil. She dislikes anyone prying into her personal social and emotional life. A *berrani* (a stranger; one not of the desert) PC who resembles Lander might be able to win her heart, although she would not be willing to leave her people now that she has been accepted by them.

Locales Frequented: Ruha wanders the desert with her tribesmen and is familiar with most oases and other landmarks in the low desert, such as At'ar's Looking Glass, El Ma'ra, El Rahalat, the Colored Waters, the Sister of Rains, and Elah'zad. She has never been out of Anauroch and would not know what a city looks like, except for what Lander told her while he lived.

History: Ruha was originally a member of the Mtair Dhafir tribe of the Bedine. Her mother died when she was five, and none of the other wives of her father would take her in because of her "second sight" power and the Bedine superstition against magic. Legend had it that competing Bedine tribes once had sorcerers summon agents of N'asr (the Bedine equivalent of Cyric) that razed the land and left the wasteland known as Anauroch. After this devastation, the gods scattered the Bedine across the land and forbade their using magic.

Her father took Ruha to the old witch Qoha'dar, who raised her at the Sister of Rains oasis. There Ruha learned a bit about spellcasting, as well as how to make cheese and herd goats. Although she loved her mentor, Ruha considered the oasis a prison and resented not being able to be with her people.

When Ruha was 16, Qoha'dar died, and she could not bear living alone. After a horrifying journey across the parched wasteland known as the Shoal of Thirst, she found her father's

tribe. Still her father could not keep her, and he arranged her marriage to Ajaman, son of the sheik of the Qahtan clan. The Qahtan, of course, were not told that Ruha was a "witch."

Her marriage ended two days later when Ajaman died during an attack by Zhentarim and asabis. Ruha escaped the massacre of her new tribe. After the Zhentarim left the area, she met Kadumi (LG hm F2), the 13-year-old younger brother of her husband. Together they traveled back to her father's tribe to warn them of the Zhents. They met Lander, a Harper agent who had come to the desert to warn the Bedine about the Zhentarim incursion. Ruha, Kadumi, and Lander had many adventures trying to thwart the Zhentarim plans. Success finally came when the Bedine tribes put aside their differences (subscribing to the Bedine proverb, "The enemy of my enemy is my friend,") and accepted Ruha's use of magic.

This acceptance came after Ruha proposed that she, Kadumi, and Lander cross the Shoal of Thirst to the Sister of Rains oasis, retrieve her mentor's spellbook, and rejoin the assembled Bedine tribes at the oasis of Elah'zad in a short period of time. Some of the sheikhs proclaimed that if this virtually impossible task was accomplished, it would surely be a sign from the gods that magic was again being allowed to the Bedine. The trio crossed the Shoal of Thirst under great hardship and retrieved the book, but Kadumi was killed by an assassin who had followed them across the desert.

Upon Ruha and Lander's arrival at Elah'zad, some of the assembled sheikhs were reluctant to believe that Ruha's magic should be accepted. Sheikh Sa'ar, whose Mahwa tribe was among Ruha's supporters, convinced the other sheikhs to "take the matter before the Mother of the Waters." The gathering moved to the House of the Moon, an alabaster palace on an island in the middle of the lake that forms the oasis Elah'zad. There Ruha's body was taken over by Eldath, goddess of the water, and she spoke to the sheikhs, exhorting them to unite in the fight against the Zhentarim. Not only did this message bring the chiefs together, but the possession of Ruha's body by the goddess added immensely to her knowledge (advancing her several levels of experience instantly), thus enabling Ruha to learn the most arcane of spells in her mentor's spell book.

After setting aside their differences, the combined force of the Bedine tribes, augmented by Ruha's magic, destroyed the Zhentarim forces and their monstrous allies. The victory was marred by the death of Lander, who fell to the poisoned blade of an assassin the night before the final battle. Because knowledge of his death would have made the Bedine warriors lose heart, Ruha cast *polymorph self* to make herself look and sound like Lander during the climactic battle. She took great pleasure in personally seeing to the end of the evil mage who was the leader of the Zhentarim expedition.

Motivations/Goals: To aid the Bedine in their continuing fight against the Zhentarim. She might be interested in marrying again (or may have already done so). Now that magic is no longer forbidden by the Bedine, she could be interested in finding other "witches" who were cast out of their tribes.

Campaign Uses: The Anauroch is a great area for adventuring in a desert environment and provides a nearby diversion from "normal," campaigning that takes place farther south. Incorporating Ruha into a campaign has several possibilities:

The Zhentarim lost a *ring of invisibility* while they were trying to conquer the Anauroch; it belonged to the assassin who killed Kadumi. When the sheikhs expressed distrust of Zhentarim magic, Lander tossed it into the lake at the oasis of Elah'zad. As far as anyone knows, it is still there, and the PCs might be hired to help Ruha find it.

Ruha wants to establish a safe haven for all Bedine "witches." The lonely oasis of the Sister of Rains is a perfect place to do this, and the old ruins there need a good cleaning-out and reconstruction. On the lower levels are many perils, which might be best overcome by a group of seasoned adventurers.

Ruha's "second sight" ability occasionally gives her a vision of the future, almost always a portent of something bad. This is not a skill that Ruha can call upon or control; it just happens. This second sight can be a good adventure hook if properly controlled: Ruha may have a vision of something about to happen, and the PCs may be needed to help head it off. Because her visions always come true, the heroes will not be able to prevent an event, but with advance notice they may be able to apprehend the culprits.

Sources: *The Parched Sea, Arabian Adventures.*

Shaerl Rowanmantle Amcathra

Human female 6th-level thief
ARMOR CLASS: 6
MOVE: 12
HIT POINTS: 31
THAC0: 18
NO. OF ATTACKS: 1
ALIGNMENT: Neutral (good and some chaotic tendencies)
STR 8, DEX 15, CON 11, INT 12, WIS 6, CHA 12

Weapons of Proficiency: short sword; dagger; dart.

Thief Abilities: PP 40, OL 50, F/RT 50, MS 45, HS 40, DN 25, CW 70, RL 10.

Nonweapon Proficiencies: appraising; etiquette; gem cutting; rope use; riding, land-based (horse); tightrope walking.

Equipment: thieves' tools and standard adventuring gear.

Magical Items: a *ring of protection* +2; a *dagger* +2; a silver dagger.

Combat/Tactics: Shaerl prefers to avoid combat; given the chance, she'll flee rather than fight. When it's forced upon her, though, Shaerl is more than capable of defending herself. While she favors staying in the rear, sniping at foes with hurled daggers and darts, her backstabbing ability supplies her with a surprising offensive punch (especially when she uses her magical dagger).

Allies/Companions: Her husband MOURNGRYM; their son Scotti; Lord Thomdor of Cormyr (a minor noble and friend of her family); any friends, allies, and protectors of Shadowdale.

Foes/Enemies: The forces of Zhentil Keep; the Cult of the Dragon; and any who would threaten her home or her family.

Appearance: Shaerl is a tall (5'10"), attractive, russet-haired woman in her mid-30's. Her form is slim and graceful, with good muscle tone. Her chestnut hair is usually bound up at shoulder length; when she lets it down, it extends to below her waist.

At court, she prefers simple gowns with elaborate embroidery. When adventuring, Shaerl dons loose, dark clothing and binds her tresses into a tight bun.

Personality: Shaerl is adventurous and thrill-seeking. She found the life led by her family to be dull and boring. (She took to thieving not from any overwhelming sense of greed, but because it was fun and exciting.) Becoming a mother has toned down her wild streak, but she does still feel the luring tug of the adventurer's life from time to time. Nevertheless, she upholds her duties as the Lord of Shadowdale's wife and the mistress of the household.

With her opportunities for travel reduced because of the need to care for her child, Shaerl has begun taking up certain administrative tasks of the Shadowdale court, and executes them quite well.

Locales Frequented: The Tower of Ashaba in Shadowdale, where she and her family reside; the city of Suzail in Cormyr.

History: Born into a noble family of Suzail in Cormyr, Shaerl had a standard upper-class upbringing. Desperately bored by it all, she turned her natural mischievousness into a thieving career while still in her adolescence. She became a capable cat burglar even though she had no mentor, learning instead by trial and error.

Eventually her activities were uncovered by the local constabulary and she was reported to the authority of one Lord Thomdor. A friend of Shaerl's family, he did not want to cause a scandal or inflict any harm upon Shaerl. He considered his course and arranged a secret meeting with Shaerl.

By using his influence at court, he had proposed to Vangerdahast that she be appointed as the next Cormyrean emissary to Shadowdale, explaining that this task would provide opportunities for her adventurous side and would remove her from the scene of her past indiscretions. When presented with this opportunity, she accepted (the unspoken alternative being having her thieving activities come to light).

Upon arriving in Shadowdale she met the lord of the town, Mourngrym Amcathra. An immediate attraction was obvious

and mutual. Shaerl accompanied Mourngrym on several of his adventures, and their relationship grew. They became lovers, but Mourngrym was uneasy about her past. Sensing his reticence, Shaerl feared she was losing him. She knew she was carrying his child, but dared not reveal that fact to him for fear that he would marry her out of a sense of duty rather than love.

Then came a fierce battle against the fiends of Myth Drannor, during which Shaerl sacrificed her life to save Mourngrym's. This act caused Mourngrym to fly into a killing rage, giving him the strength to win the day, and revealed to himself the depth of his feelings for Shaerl.

He immediately set about to have a resurrection performed upon his lady love, and succeeded in finding the means to accomplish that. The first sight Shaerl saw when she opened her eyes was the face of the man who loved her. They embraced and publicly declared their love. They were wed soon thereafter, and though their first baby was lost when Shaerl died, she gave birth three years later to a son they named Scotti.

Motivations/Goals: Shaerl's primary goals now are to care for her child, love her husband, and perform whatever duties for the court that she can. After recovering from childbirth, however, she returned to keeping up the skills of her earlier profession, and has even displayed them publicly on occasion. Combining all the best qualities of an adventurer, mother, wife, and administrator, Shaerl is becoming quite an object of admiration for many young women in and near Shadowdale.

Campaign Uses: While she now has a family and a home in Shadowdale, her family still resides in Suzail and she is always welcome there (especially if she brings her parents' grandchild for a visit).

Therefore, Shaerl could be encountered in either locale or in transit from one to the other. Perhaps her train of wagons is in need of some (magical) assistance that the PCs can provide and that her armed escort cannot.

Other possibilities include schemes of Shadowdale's (and Cormyr's) enemies to remove Mourngrym, Shaerl herself, or their child from the picture. The Zhentarim are more than despicable enough to kidnap a defenseless child and hold it for some ransom—which could be as terrible as gaining Mourngrym's promise to turn over Shadowdale to Zhentilar forces. While her parents would certainly want to try to rescue the child, girding the realm's defenses could demand a lot of their attention. In such a case, some other group of heroes would have to track the villains and defeat them in their lair while seeing that no harm comes to the child.

Sources: Shaerl has made only brief appearances in various books and game products, but this does not prevent her from playing a significant role in a campaign. Her mischievous and adventurous streak likely would cause her to make friends with others who display the same attitude. Shaerl could become a contact for the PCs in the Shadowdale area, or might pave the way for them to get involved with the affairs of Cormyr.

Shal Bal

Human female 17th-level mage

ARMOR CLASS: 8
MOVE: 12
HIT POINTS: 56
THAC0: 15
NO. OF ATTACKS: 1
ALIGNMENT: Neutral good
STR 18/00, DEX 16, CON 15, INT 18, WIS 15, CHA 16

Spells (5/5/5/5/5/3/3/2): 1st— *burning hands, cantrip, detect magic, enlarge, magic missile, phantasmal force, protection from evil, shocking grasp, sleep;* 2nd— *improved phantasmal force, knock, levitate, summon swarm, web;* 3rd— *dispel magic, fireball, fly, gust of wind, lightning bolt;* 4th— *extension I, minor globe of invulnerability, Rary's mnemonic enhancer, shout, wall of fire;* 5th- *Bigby's interposing hand, extension II, passwall, teleport, wall of force;* 6th- *chain lightning, control weather, disintegrate, globe of invulnerability, true seeing;* 7th— *delayed blast fireball, prismatic spray, spell turning;* 8th— *power word blind, prismatic wall, Serten's spell immunity.*

Weapons of Proficiency: dagger; quarterstaff; dart.

Nonweapon Proficiencies: ancient history (Phlan); herbalism; reading/writing; riding, land-based (horse); religion (worship of Seluné); spellcraft; weather sense; 8 open.

Equipment: Thanks to her *cloth of many pockets**, Shal can be considered to have any ordinary piece of equipment. Around her waist is a belt with several pouches loaded with spell components for easy access. She wears a variety of gowns, dresses, and other outfits that all have a purple hue. When adventuring, she wears a soft black leather tunic made of chimera skin.

Magical Items: *dagger +2; staff +1; crystal ball; wand of wonder; cloth of many pockets*.*

Combat/Tactics: In most combat situations, Shal will stand off and cast spells rather than get embroiled in melee. This is not to say that she is helpless in a fight: indeed, she can put her large physique and unusual strength behind a quarterstaff swing or an uppercut and do enormous damage to a foe.

She has a psionic wild talent, Danger Sense, that automatically kicks in whenever danger is near, making her hair bristle and her skin tingle. Shal does not need to activate the talent or expend PSPs for its use; she merely needs to make her power score (12 or less on d20) when a chance of danger exists.

Allies/Companions: REN; TARL; Mulberry; Evaine. (See the end of this entry for information on Mulberry and Evaine.)

Foes/Enemies: Presently Shal has no known enemies since she, her husband Tarl, Ren, and their companions have defeated every known foe to assault Phlan.

Appearance: Shal is a big, brawny woman standing well over 6 feet tall and weighing in excess of 200 pounds. Her physique is the result of an inadvertent wish made using a *ring of three wishes* (she casually voiced a desire to be stronger). Although she was originally dismayed at the change from her original delicate form, she has adjusted to it. The wish did not alter her silky, shoulder-length, red hair or her smooth, clean skin. Even though she is now middle-aged, she retains her beauty, and her green eyes still sparkle vibrantly.

Personality: Shal is a good-hearted soul who has matured considerably since beginning her adventuring career. When she was young, she was quite vain about her looks, but this has tempered with the passing of time. She is even-handed and will give even the nastiest-looking orc a chance to prove himself, but once her dander is up, she reacts violently. She is very protective of those she loves and the citizens of Phlan.

Locales Frequented: Eveningstar and Arabel in Cormyr; the independent city of Phlan, where she now lives.

History: As a youngster, Shal was too small to consider being a sell-sword like her parents and brothers. Instead she was accepted as an apprentice by an elderly mage. When her master became the victim of foul play during a journey to Phlan, Shal inherited his spell books, his familiar, and several powerful magic items. She made it her mission to avenge his death.

After she arrived in Phlan, she became friends with Tarl, a cleric of Tyr, and Ren, a thief. These three led the way in restoring sections of the city that were occupied by various humanoid and undead beings. All of these monsters were under the control of a creature named Tyranthraxus, who was trying to assume rule over all humans and demihumans through a magical pool. Eventually this creature was destroyed and Phlan was reclaimed. During their adventures, Shal and Tarl fell in love and were later married.

Ten years after the heroes' original triumph, Phlan became the target of evil once again. The city was magically transported to a huge underground cavern where a Red Wizard named Marcus and an army of other evil beings made assault after assault on the trapped city. Shal's combat wizardry against Marcus was instrumental in defeating the plot and restoring Phlan to its place above the surface.

Many years later, another plot involving a pool emerged. The creature behind it was Sirana, a half-fiend who was the offspring of Marcus. Shal combined her abilities with those of Evaine to locate the pool, but the experience nearly killed her. It was up to her son Kern and several others to destroy the minions associated with this pool. Shal recovered and today still lives with her husband Tarl in Phlan.

Motivations/Goals: After a very full life of battling wizards, humanoids, undead, dragons, fiends, and a host of associated creatures, Shal is retired and is content to make a living by sharing her knowledge of spells.

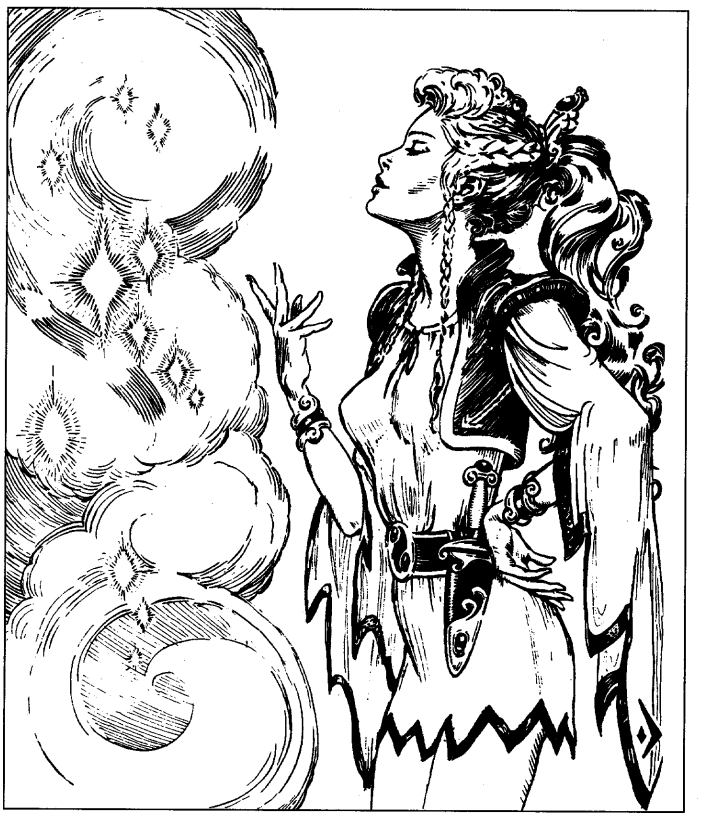
Campaign Uses: Generally, Shal will not be interested in going on any missions with PCs, since she is content with retirement and prefers staying at home with her husband. She is an ideal NPC, however, to teach new spells to a wizard character—in return for which she will require that character (and other PCs) to perform some service for the people of Phlan.

Sources: *Pool of Radiance, Pools of Darkness, Pool of Twilight.*

Mulberry, Heavy Warhorse Familiar: This white stallion is a magical intelligent beast that was the familiar of Shal's master. While he has the hit dice and attacks of a heavy warhorse, Mulberry has the size of a medium warhorse and the speed of a light warhorse (see the MONSTROUS MANUAL tome, page 194). Mulberry can absorb energy from a magically trapped room (such as *fire traps* and *glyphs of warding)* once Shal has cast a *protection from evil* spell on him. He can turn *invisible* at will and can also leap into his mistress's *cloth of many pockets,* although he does not like to do so.

Evaine (NG hf W14): Evaine is an older sorceress who lives in a magical residence in the forests outside Phlan. Her lifelong ambition is to locate and destroy any evil pools of darkness. She wears a magical ring that allows her to see hidden (even if magically concealed) or *invisible* beings. Her familiar, **Gamaliel,** is a large cat that resembles a saber-toothed tiger (MM, page 36) in size and in attacks. He is able to assume human form, appearing as a tall barbarian man with a broadsword. He is impervious to normal missile weapons and wears a ring that gives him immunity to all poisons. While Gamaliel attacks as a 7th-level fighter in human form, his claw and bite attacks as a cat are much more damaging to opponents.

Shandril Shessair



Human female 9th-level spellfire-wielder (Formerly 1st-level thief)
ARMOR CLASS: 10 (or by armor)
MOVE: 12
HIT POINTS: 6
THAC0: 20
NO. OF ATTACKS: 3 OR 1
ALIGNMENT: Chaotic good
STR 11, DEX 15, CON 14, INT 10, WIS 14, CHA 9

Weapons of Proficiency: short sword; dagger.

Thief Abilities: PP 15, OL 30, F/RT 30, MS 20, HS 5, DN 20, CW 60, RL 0.

Nonweapon Proficiencies: cooking; fire-building; riding, land-based (horse); 2 open.

Equipment: a light adventuring pack, carrying only the bare essentials: spare clothes, some torches, a cloak for bad weather, extra shoes.

Magical Items: *Harper pin**.

Combat/Tactics: Shandril's tactics in battle tend to be simple: wait until her attackers leave any cover they may have as they move to melee with her, then blast them into small, smoking pieces with her *spellfire* (detailed below).

Allies/Companions: NARM; MIRT; ELMINSTER; STORM; ALUSTRIEL (upon Shandril's arrival in Silverymoon); Delg the dwarf (now deceased).

Foes/Enemies: The Zhentarim; the Cult of the Dragon; beholders; and any others who covet the power of *spellfire* for their own greedy, destructive purposes.

Appearance: A mature woman (now in her early 30's) of average height and attractiveness, Shandril dresses in short shifts and tunics that allow her to move freely and quickly. Her long blonde hair is usually braided or tied back in a ponytail.

Personality: Before the events that were to so change her life, the young Shandril believed in the innate goodness of the world around her. She has always tended to think with her heart and not her head.

For a long time, Shandril was quite overwhelmed by the furor she (because of her *spellfire)* was causing across the Realms. She did what any young person would do when faced with such a situation—she fled (along with Narm).

More recently, however, she decided that she was not going to run away anymore. Shandril took the offensive, turning and attacking with her *spellfire* ability those who sought after it and her. In doing this, she found a reserve of inner strength that she did not know she possessed. In these battles against those who had reduced her life to that of one long, nonstop flight from pursuers, she is quite fierce, even ruthless.

Outside of such confrontations, Shandril is a typical person with normal, mundane values and preferences. She enjoys spending time with friends and is very much in love with her husband, Narm.

Locales Frequented: Much of Shandril's past has been spent on the run. Some of the locales she has passed through or visited are Shadowdale, Eveningstar, and even Zhentil Keep (where she went to attack her foes directly).

History: Shandril is the daughter of Garthond, a wizard who had often fought the Cult of the Dragon, and Dammasae, an adventurer whom Garthond had rescued from the cult. Dammasae had the ability to use *spellfire* and passed on that power to her daughter. The family lived quietly in Elturel only until Shandril was old enough to withstand the rigors of travel, for the cult—which already knew of Dammasae's ability—wanted the child as well as the mother.

When Shandril was eight months old, the family fled with Gorstag, a battle-axe wielding warrior. The four moved to the east in disguise. But at the Bridge of Fallen Men near Cormyr, the cult attacked from ambush. Garthond gave his life for the freedom of his wife and daughter. Before he died, Shandril's father destroyed nine cult mages and three swordsmen. Gorstag and Dammasae were both wounded, but they fled with Shandril toward Shadowdale.

Sadly, Shandril's mother did not live to reach their destination. After Dammasae died, Gorstag turned south toward Deepingdale, hoping to leave the infant Shandril with the

elves there. He then planned to retrieve Garthond's writings and the magical items that were Shandril's inheritance. The elves brought word to him, however that the cult had broken into Garthond's tower and prepared its basements to become the lair of one of their dracoliches, Rauglothgor.

Counting on the fact that he was not well known to the cult and thus he would be able to keep Shandril's location a secret from them, Gorstag stayed on in Deepingdale, raising her as a servant girl. When she was old enough, she helped him run the inn he had purchased.

Shandril ran off to become an adventuring thief at the age of 16, bored by her quiet life and eager to see to world. She joined the Company of the Bright Spear, but that group was soon decimated in a battle with a large party of cult members. Shandril was captured and imprisoned inside an old tomb.

She managed to escape using a magical device that was hidden in the crypt. Unfortunately, the magic *teleported* her into the fiend-infested city of Myth Drannor, where she was again captured by the cult. The Shadowsil, the cult's archmage, intended to make "good" use of Shandril's virgin blood, a key ingredient in maintaining the dracoliches that the cult creates.

An apprentice mage by the name of Narm witnessed Shandril's abduction and enlisted the aid of the fabled Knights of Myth Drannor. With the help of the Knights and Elminster, Narm was able to rescue Shandril just before she would have been consumed by the dracolich Rauglothgor.

During this conflict, a strange creature capable of absorbing magical energy, known as a balhiir, was accidentally released from a crystal where it had been contained. The presence of the creature foiled all of Elminster's magical attacks against the dracolich. Suspecting that truly special powers lay dormant within her, Elminster asked Shandril to absorb the energy of the balhiir itself.

Attempting this feat awoke Shandril's latent *spellfire* ability, and she absorbed the energy from the balhiir. Filled to bursting with magical power, Shandril released the force in the form of bolts of silvery, destructive fire that blew apart Rauglothgor, the cult members, and much of the surrounding terrain. His suspicions confirmed, Elminster took Shandril and Narm back to Shadowdale, where he tested Shandril's ability and helped her refine it. Shandril and Narm were soon married, in between attacks by the cult and the Zhentarim.

The couple then received an invitation to Silverymoon, issued by Lady Alustriel, the ruler of that city. Alustriel promised protection from those who sought Shandril's power, as well as further instruction in the use of *spellfire.* Shandril and Narm prepared for a long journey.

The pair's first stop was Deepingdale, where Shandril was reunited with Gorstag. They were betrayed, however, by a cult member and had to flee again. A third dracolich was sent to destroy Shandril and Narm, but Shandril managed to absorb its magical breath weapon, destroy the undead beast, and heal Narm's injuries. A dwarf named Delg Hammerhand, another survivor of the Company of the Bright Spear, caught up to the pair and joined them on their journey to Silverymoon.

As the trio continued their travels, the Zhentarim began to move against them. In one Zhent attack, the evil men had dug a pit in the trail to catch the heroes as they fled. Only Delg got trapped in the pit, and the threat was easily dispatched by Shandril—after blasting his cohorts to bits with her *spellfire,* she "persuaded" the sole surviving Zhent to help get Delg out of the trap. It was not long thereafter that the trio became a quartet when Mirt "the Moneylender" of Waterdeep, an old friend of Gorstag, joined the company to provide extra protection against the increasing Zhent attacks.

As their journey carried them into the Stonelands of Cormyr, the band of heroes was attacked by Zhentarim wizards and a force of gargoyles. Delg was taken aloft by one of the stony flying beasts, and as he rained axe blows upon the creature's body they both plummeted from the sky. The dwarf was impaled on a shard of rock and could not be saved. Shandril comforted him as he died, and then set about destroying his killers.

The death of Delg was what convinced Shandril that she had to take a stand against her pursuers. She cremated her friend's body with *spellfire,* and then instructed Mirt to guide her to Zhentil Keep so she could take the fight to her enemies at their source. He agreed to do so, but instead of heading directly there by a long overland route, Mirt took Shandril to Eveningstar and introduced her to its ruler, Lord Tessaril Winter. After the Lord of Eveningstar came to respect Shandril's need to confront her pursuers, she consented to use a *teleport* spell to get Shandril to her destination much more quickly.

In the blink of an eye, Shandril found herself transported to Spell Court in Zhentil Keep—surrounded by a ring of beholders. She was able to dispose of all the eye tyrants by using *spellfire,* but then collapsed from fatigue. Mirt, who had followed her magically through the use of a roguestone (see the *gemjump* spell description on page 148), grabbed her unconscious form and managed to keep her out of the clutches of Zhentilar soldiers who were closing in on the two of them.

He got her to a safe place—a festhall that was being run by an undercover Harper—and soon thereafter the two returned by magic to Eveningstar, where they were reunited with Narm, Tessaril, and their other friends. The heroes resolved to return to Zhentil Keep and finish what Shandril and Mirt had begun.

In this climactic battle, the heroes faced the evil priest Fzoul Chembryl and his minions. Another Harper undercover agent, Sarhthor the wizard, took Fzoul's javelin through the chest—a javelin intended for Shandril. As he died, he implored Shandril to touch his head, absorbing his life energy, and create a *crown of fire* —the most powerful form of *spellfire* known. Shandril did as he instructed, and with the awesome power that then came under her control she blew away the Wizards' Watch Tower of Zhentil Keep, down to its foundations.

With at least that enemy out of the way, Narm and Shandril were free to resume their long-postponed journey to Silvery-

moon, after spending some time resting and recuperating in seclusion. After the triumph at Zhentil Keep, Shandril learned that she and Narm were going to be parents. Elminster informed her that the child would be a girl and that—as Shandril had—she would inherit the power of *spellfire* from her mother.

Motivations/Goals: When she was last heard from, Shandril's immediate goal was to reach Silverymoon. It may be safely assumed that she and Narm did so; and it is likely that after they got there, Alustriel arranged for them to spend some time in a refuge away from their enemies—a refuge such as Evermeet. (It is an established fact that Silverymoon and the elves are on good terms, and thus not inconceivable that a gate exists that connects Alustriel's palace with the realm of the elves.)

In the long term, Shandril simply wants to live a quiet life with her family and friends. She desires no conquests, no deaths, and no more power than the *spellfire* she already wields.

Campaign Uses: Assuming that they have returned to the mainland (if indeed they ever left), Shandril and Narm could be encountered anywhere. If this is occurs, it's likely that they are trying to avoid at least one set of foes, and the PCs' assistance could prove valuable.

Sources: *Spellfire, Crown of Fire.*

Spellfire

This is the name given to the extremely rare ability of an individual to absorb and then release raw, magical power. If no attempt is made to control its release is made, the energy erupts in the form of bolts of silvery fire of tremendous destructive potential.

The amount of magic that a *spellfire*– wielder's body can absorb and contain, expressed in spell levels, is limited by his or her Constitution score. A spell that is cast in the normal way or triggered through the use of a scroll or a magical item represents a number of spell levels equal to the spell itself. Each "plus" of a magical weapon and any single ability of other types of magical items counts as 1 spell level (or more, if the ability is unusually potent). Charges stored in devices represent 1 spell level each, all of which are transferred if the item comes into contact with the wielder. Magical effects produced by creatures can be absorbed; a dragon's breath weapon, for instance, represents a number of spell levels equal to the dragon's Hit Dice.

A *spellfire*- wielder's body can hold up to 10 times the person's Constitution score in spell levels; therefore, Shandril can store as many as 140 spell levels in her body. However, if the number of spell levels stored is in excess of half that amount (Constitution x 5), certain risks and penalties come into play:

(Con x 5) + 1 through Con x 6: The wielder can feel the energy within her (or his) body, and her eyes glow slightly. Any physical contact with the wielder by a living being, a magical item, or a spell effect causes 1d6 spell levels to be released at the being or thing touching the wielder, with each level causing 1d6 points of damage. Once per day, the wielder must make a Constitution check. Failure means that the wielder suffers 1d6 points of damage as 1 spell level of energy is expended.

(Con x 6) + 1 through Con x 7: The wielder's skin tingles, and her eyes glow brightly. A touch (as above) causes 2d6 spell levels to be released. The wielder must make a Constitution check once per hour, with the same consequences for failure as described above.

(Con x 7) + 1 through Con x 8: The skin of the wielder glows faintly, and her eyes shine brightly enough to be noticed in full daylight. The wielder can feel a burning sensation within her body. A touch causes 3d6 spell levels to be released, and the wielder must make a Constitution check once per turn.

(Con x 8) + 1 through Con x 9: The wielder's entire body glows, and her eyes are as bright as lanterns. The wielder is in pain, and must save vs. paralyzation to take any action other than randomly releasing *spellfire* energy. A touch causes 4d6 spell levels to be released, and the wielder must make a Constitution check once per round.

(Con x 9) + 1 through Con x 10: The body glows brightly and gives off heat that can be felt 30 feet away. The wielder must save vs. paralyzation with a -2 penalty to take any action other than randomly releasing *spellfire* energy. A touch causes 5d6 spell levels to be released, and the wielder must make three Constitution checks per round.

In any round, a *spellfire*- wielder can release, under control, a number of spell levels equal to her Constitution score. (For Shandril, this figure is 14.) Any use that requires less than a full spell level of energy (such as lighting a candle) still counts as 1 level expended. Energy expended as destructive blasts, with intent to harm, causes 1d6 points of damage per spell level. If it is used to heal, each level expended restores 2 hit points lost to injury, up to the recipient's normal maximum hit points.

Destructive *spellfire* can be unleashed against any target the wielder is able to see, regardless of distance. An attack roll must be made whenever a destructive blast is unleashed at any target more than 10 feet distant. A nonmagical target is allowed a saving throw vs. spell for half damage. Enchanted creatures or those created or sustained by magic (including most undead) do not receive a saving throw. Undead that drain life energy do get a save, with a +2 bonus, unless, as with a lich, their life forces are sustained by magic and not by the life forces they drain.

Certain spell effects and magical items that absorb magical energy without storing it can likewise absorb *spellfire,* are not affected by it, and cannot be drained of power by it. Examples include *ring of spell turning, rod of cancellation, wand of negation* (if the beam hits the *spellfire), sphere of annihilation,* and *dispel magic* (if cast in the same round when *spellfire* is used).

Spells and items that store magical energy or that create barriers to magic are not affected by blasts of *spellfire,* but can have their energy absorbed by the *spellfire*- wielder. Examples include *ring of spell storing,* certain *ioun stones, scroll of protection from magic, wall of force,* and *antimagic shell.*

For the purposes of experience awards and advancement,

spellfire- wielding is treated as a distinct character class, identical to the wizard class in terms of XP required to achieve a certain level. Shandril has long since forsaken her budding career as a thief, and of late has earned experience exclusively as a wielder of *spellfire.* As a result, she has attained the previously unheard-of 9th level of ability in using her power. Particular skills that accrue with each experience level gained are as follows:

1st: The wielder is limited only to destructive blasts (no healing), and cannot precisely control the amount of *spellfire* released. Each time energy is expended, the number of spell levels the wielder intends to use is modified by 1d4-2 (rolled by the DM), but cannot be less than 1 or more than the wielder's Constitution score in any event. Only one blast per round is possible, and this can be fired in a straight line only. All charges and abilities of magical items touched to the wielder are absorbed, whether or not the wielder wishes it so.

2nd: The character can control how many spell levels she releases as destructive blasts. Further, she can now bend, turn, or angle the blast in any way she desires. Magical items are absorbed only when the wielder wills it.

3rd: Two blasts per round can be fired. The wielder can apply Dexterity benefits (reaction adjustment) to the use of *spellfire,* though this limits her to just one blast for that round.

4th: Effects using less than 1 full spell level are now possible.

5th: The wielder can heal another individual by touch, or can deliver up to three blasts per round.

6th: The wielder can knock missile weapons out of the air. Hurled missiles such as rocks, spears, and daggers are considered to be AC 5 for this purpose. Projected weapons such as arrows, crossbow quarrels, and ballista bolts are considered to be AC 2.

7th: By projecting *spellfire* toward the ground, the wielder can fly (Fl 12 (C)). Maximum altitude is equal to the spell levels being expended in feet. At least 10 levels must be expended to take flight at all, and no other actions may be attempted in the first round of flight. On subsequent rounds the wielder may act as she wishes, though the number of destructive blasts per round is reduced by one, due to the strain of maintaining flight.

8th: Three blasts per round may be released.

9th: The wielder can summon a *crown of fire,* the most powerful form of *spellfire* known to date, by touching another living, sentient creature willing to donate his or her life energy to bring it about. The wielder must spend three times her maximum spell levels per round to create the crown. (In Shandril's case, she must have 42 spell levels of energy available to bring the crown into being and use it for one round.) The crown appears as a halo of spellflames encircling the wielder's head. It allows the wielder to melt or burn away any nonmagical weapon that strikes her. (Enchanted weapons are allowed a saving throw vs. magical fire.) Also, the *crown of fire* forms a personal *antimagic* shell around the wielder. It persists for as long as the wielder expends her maximum spell levels per round, or until the wielder dispels the effect. Other *spellfire* abilities can be used freely once the crown has been created.

The Simbul

Human female 30th-level mage; one of the Seven Sisters and the Chosen of Mystra

ARMOR CLASS: -6
MOVE: 12
HIT POINTS: 82
THAC0: 14
No. OF ATTACKS: 1
ALIGNMENT: Chaotic neutral
STR 14, DEX 18, CON 25 (16), INT 18, WIS 15, CHA 17

Spells (7/7/7/7/7/7/7/6/6): As one of the Chosen of Mystra, the Simbul knows and can cast virtually any spell (she is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). A list of spells she typically carries would be impossible to create, because she prides herself on being unpredictable, but she always seems to have at hand whatever magic is necessary or appropriate for the situation. A few spells that she is known to favor and will often have in memory are: 1st— *comprehend languages;* 3rd— *dispel magic;* 4th— *charm monster;* 5th— *telekinesis;* 6th— *chain lightning;* 7th— *limited wish, the Simbul's spell sequencer†, the Simbul's spell supremacy*;* 8th— *mass charm;* 9th— *the Simbul's spell trigger†.* (See also "Bonus Spells" below.)

† These spells are known only to the Simbul, and are briefly described under "Unique Spells" below.

Weapons of Proficiency: dagger; quarterstaff; dart; long sword; long bow; 1 open.

Nonweapon Proficiencies: an indefinite number, certainly including ancient history (Rashemen, Aglarond); herbalism; languages, modern (several); reading/writing (any she can speak); spellcraft.

Equipment: As the ruler of the nation of Aglarond, the Simbul has access to most mundane equipment.

Magical Items: A partial list of objects she carries or has immediate access to would include *bracers of defense AC1;* a *ring of spell storing* (containing the spells *identify, wizard eye,* and *true seeing);* a *ring of shooting stars;* a *wand of magic missiles* and a *wand of lightning bolts* (both usually stored in her boots); a silver-bladed *dagger +4;* four *extra-healing* potions; and two *elixirs of health* in steel vials.

Combat/Tactics: The Simbul is a wild, unpredictable foe in spell battle. Decades of dueling the arrogant Red Wizards of Thay have elevated her skill in this area to heights unreached even by Elminster.

Allies/Companions: Her sisters; Elminster; Khelben; and the people of Aglarond.

Foes/Enemies: The Red Wizards of Thay, the Zhentarim, the Shadowmasters, and beholders (including the "mythical" beholder-mages).

Appearance: The shortest of the Seven Sisters, the Simbul is still tall for a woman at 5'10". Slim with eyes the color of fire,

the Simbul most often wears black or dark robes. Her long silver hair curls around her shoulders as if it had a life of its own.

Personality: Despite the alignment given for her above, the Simbul has been drawn more toward good aims and deeds of late by her friends and allies, and her beloved consort, Elminster. The Simbul still remains, however, the most willful and independent of Mystra's Chosen. She is alert, restless, and imperious, and has often acted in open defiance of Elminster, Khelben, Azuth, and even Mystra herself. Some folk learned in the ways of the Art (magic) have suggested that the Simbul's extensive magical experimentation on herself has cost the sorceress her sanity. It does seem certain that it has cost her much of her patience. She is restless when in the presence of strong magic, and can "feel" when magic (either active or waiting to be activated) is within 90 feet of her.

Her actions often appear extremely capricious, but she does have goals. While many people admire her for her diligence in protecting the people of Aglarond, most others are glad she does not rule them. Fiery-tempered, ruthless, wily, and incredibly powerful, the Simbul has no time for fools or buffoons.

The Simbul often takes the form of a black raven or a falcon. In fact, she may spend more time in those forms than she does in her human shape.

Locales Frequented: Aglarond.

History: For general information on how six of the Seven Sisters came to be, see page 136. The text that follows here recounts what happened to the Simbul after the death of Elué.

Mystra gave the youngster named Alassra into the care of a witch of Rashemen. In exchange for rearing her Chosen, the goddess gave the Rashemi witches powerful spells that enabled them to rule their land (and its male warriors) and to repel the future invasions that Thay would launch at Rashemen.

Little is known of Alassra for some 400 years after she left her foster mother on good terms and took to wandering the planes. One of the few tales that exists says that Mystra told Alassra of her heritage after one of Alassra's consorts (allegedly a mage from another plane) perished.

More than a century ago, Elminster recognized Alassra posing as the apprentice of Ilione, a lesser sorceress who at the time was the ruler of Aglarond. Ilione had designated the Simbul (the name by which Alassra now chose to be known) as her successor. ("Simbul" is a word that means "watchful warrior-wizard" in an ancient Aglarondan dialect.)

When Ilione died, the Simbul assumed the throne of Aglarond. Since then she has ruled the land and the people she came to love, and protects them both to this day from the machinations of the Red Wizards to the east.

Motivations/Goals: The endless and often infantile plotting of the Red Wizards and the Zhents infuriate the Simbul. She wishes these and other beings who dabble at ruling the Realms with magic would grow up.

Acts of cruel magic, abused authority, and slaving, and actions against Aglarond also drive the Simbul to action. She is

swift and ruthless when aroused to anger, and she has been known to make examples of such foes by destroying them in spectacular fashion, often using far more force than necessary.

While she is accused of being arrogant herself, the Simbul cannot stand that trait in others, and does not hesitate to put even friends and allies in their places.

The Simbul loves to do research into "applied magic": how the use of magic can alter or influence mundane life (as opposed to the theoretical study of the nature of magic). Her studies in this area have resulted in her actually altering the nature of her life force to a degree, including giving herself many resistances and immunities (see "Unique Abilities" below).

Campaign Uses: The Simbul is, by far, the most active of the Seven Sisters. Although she's a loner by temperament, she values her sisters and Elminster. Beyond these relationships, she is wholly devoted to safeguarding Aglarond. One of her chief means of doing so is manipulating events throughout Faerun so that Aglarond is essential to trade and diplomacy around the Sea of Fallen Stars.

Thus, the Simbul could be encountered anywhere, working to ensure the future of Aglarond. She would likely be in disguise, if not in the form of a bird. Her task may be great or minor, but whatever it is, she'll brook no interference in the accomplishing of it.

Sources: *The Seven Sisters, Spellbound.*

Unique Abilities

Spell Immunity: The Simbul is immune to *magic missile, blindness, fireball, ice storm, feeblemind, disintegrate, limited wish, maze,* and *wish.*

Bonus Spells: In addition to her normal repertoire, the Simbul can cast *feather fall, web, fly, polymorph other, hold monster, antimagic shell, delayed blast fireball, prismatic wall,* and *the Simbul's synostodweomer** each once per day without having to memorize them or use any of their components.

Also, she has utilized multiple *permanency* spells to imbue herself with the properties of the spells *detect invisibility, protection from evil, shape change,* and *Serten's spell immunity.* Further, she has incorporated the powers of the following magical items in a similar fashion: an *amulet of proof against detection and location* and a *ring of protection +3.*

As another result of her experiments on herself, the Simbul can transform herself into *chain lightning,* as per the spell. The final bolt, however, becomes a streaking meteor that flies off at MV 27 (B). Her meteor form causes 4d4 points of damage to any creatures it contacts, and cannot be harmed by electrical, energy, or explosive spells, though metal weapons inflict double damage. When she assumes this form, she cannot coalesce her body for 1d4+2 hours, and she is helpless during the full turn it takes her to solidify at the end of this time. She uses this ability only as a last-ditch defensive maneuver. This is a natural ability for her, and so antimagic cannot stop her from doing this, nor can it halt her passage while in lightning or meteor form.

The Simbul is working to further alter her life force so as to be immune to the spell *time stop.* While she has not yet completed this process, she is allowed a "normal" saving throw vs. spell against every *time stop* that would affect her.

Unique Spells

The two spells described below were created by the Simbul, and at this time she is the only wizard able to use them.

The Simbul's Spell Sequencer
(Alteration, Conjuration, Evocation)

Level: 7
Range: 0
Components: V
Duration: 366 days
Casting Time: 2
Area of Effect: Special
Saving Throw: None

When memorizing this spell, a wizard must select one to three other spells of 1st to 4th level. (They can be identical—for example, four *fireball* spells.) The selected magics must be cast immediately after the *spell sequencer* is memorized, employing the usual material components, but preceding each casting with the word that will later unleash the *spell sequencer.* This word is the verbal component of the spell; when it is spoken by the wizard who memorized the *spell sequencer,* the spell is cast. The associated spells need not be cast by the wizard memorizing the *sequencer,* or even by a wizard; priest spells can be linked to a *sequencer.*

The spells have no effect at the time they are cast, but when the trigger word is later uttered, all of them take effect in the same round, one after the other, in the order in which they were cast, until all of them have taken effect. Damage from such a spell is always the maximum possible, and targets are selected by the caster of the sequencer from among all possible targets that visible to the wizard at the time.

The Simbul's Spell Trigger
(Alteration, Conjuration, Evocation)

Level: 9
Range: 0
Components: V
Duration: 366 days
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell is identical in all respects with *the Simbul's spell sequencer,* except that the spells that can be linked to this spell may be as powerful as 7th level.

Storm Silverhand

Human female 22nd-level bard, one of the Seven Sisters and the Chosen of Mystra (Formerly 9th-level mage, 7th-level fighter, 5th-level thief)

ARMOR CLASS: –1
MOVE: 12
HIT POINTS: 74
THAC0: 11
NO. OF ATTACKS: 2 (long sword) or 3/2
ALIGNMENT: Chaotic good
STR 18/27, DEX 17, CON 25 (16), INT 15, WIS 15, CHA 15

Spells (4/4/4/4/4/4/2 as bard, 4/3/3/2/1 as mage): As one of the Chosen of Mystra, Storm knows and can cast virtually any spell of 7th level or lower (she is exempt from the rule that bards and mages of 15 Intelligence can know only 11 spells per spell level). Some of her favorite spells are: 1st— *jump, magic missile, spider climb, spook;* 2nd— *detect evil, detect invisibility, mirror image, web, wizard lock;* 3rd— *blink, dispel magic, fly, hold person, tongues;* 4th— *charm monster, dimension door, minor creation;* 5th— *hold monster, major creation, passwall;* 6th— *antimagic shell globe of invulnerability, mass suggestion, true seeing;* 7th— *charm plants, spell turning.* (See also "Bonus Spells" below.)

Weapons of Proficiency: With her long and varied career, it can be assumed that Storm is proficient with almost every weapon imaginable. She is specialized in the long sword.

Thief Abilities: PP 95, OL 95, F/RT 95, MS 90, HS 90, DN 95, CW 95, RL 95.

Nonweapon Proficiencies: blind-fighting; dancing; disguise; endurance; etiquette; fire-building; healing; herbalism; jumping; musical instrument (harp); reading/writing; religion (worship of Mystra); riding, land-based (horse); rope use; singing; spellcraft; swimming; tumbling.

Equipment: As a senior Harper, Storm has access to almost any item and virtually unlimited wealth.

Magical Items: *bracers of defense AC 2; cloak and boots of elvenkind;* a silver *ring of protection* +2; a *ring of spell storing* (containing *detect invisibility, dispel magic, tongues,* and *wizard eye);* an *amulet of proof against detection and location;* a tiara that duplicates the effects of a *ring of fire resistance;* a silver-plated *luck blade* +1 (with one *wish* left); an *invisibility* potion; an *elixir of health;* and the buckle on her favorite belt that duplicates the effects of a *ring of feather falling* and a *ring of warmth.* In addition, she owns or has access to *elven chain mail* +2, many lesser magical items, a *Storm's garter*,* and a collection of magical harps.

Combat/Tactics: In her adventuring career, Storm has been a mage, a fighter, and a thief. She is free to use any of those classes' abilities, making her extremely versatile and virtually undefeatable in combat.

Allies/Companions: The Harpers; her Sisters; ELMINSTER; and Lhaeo (see Elminster's entry).

Foes/Enemies: The Zhentarim, and all swindlers, thieves, and those who despoil the land. Also careless, malicious, or cruel rulers who oppress others.

Appearance: Storm stands a stunning 6'2" tall, with silver hair flowing down to the backs of her knees. Her garb depends on the circumstances (though leather armor is common), but she always appears regal and beautiful.

Personality: For someone who's been alive for more than 600 years, Storm still maintains an incredible zest for life and an unrelentingly buoyant spirit. She honestly cares about others, often risking her own safety for complete strangers.

Storm is especially sympathetic with the very young and the very old. Children everywhere adore her, and she deeply wishes that she could bear a child (she has never been pregnant). Above all, she loves seeing that people are delighted by life.

She adventures infrequently these days, enjoying her days of semiretirement. When she does venture forth, it is always on some major business for the Harpers.

Locales Frequented: Shadowdale; Harper's Hill; Elminster's Tower (where she may be visiting the Old Mage or dallying with Lhaeo).

History: For general information on how six of the Seven Sisters came to be, see page 136. The text that follows here recounts what happened to Storm after the death of Elue.

Storm was raised by Elminster, along with her sisters Dove and Laeral. In her youth, she was the wildest of all the Sisters and ran away from home continually. It was during this time that she discovered the adventuring life, and no longer was she content simply to evade Elminster's attempts to find her and bring her back home. She finally left his care for good, taking up the life of an adventurer on the roads across the Realms.

While in the South, Storm was victimized by a mage who used a spell to alter her appearance so he could substitute her for a slave girl he had accidentally killed but not paid for. She spent years in this state, wandering the South and working at various menial occupations.

Not even Elminster could find her during this period—but after a time Storm found him. She managed to steal a flying carpet, flew to Elminster's doorstep, and demanded that he remove the spell and give her a place in his household once again (which he did do).

Storm eventually found her way to the Harpers, and had many of her greatest adventures with them. If all her escapades were known, her life story would fill many volumes this size.

One episode does stand out, however. Long ago, Alustriel and Laeral were able to discern that Storm would come into conflict with Iyachtu Xvim, the Godson of Bane. They acted to prepare their sister for this battle by working unknown magics (the effects of which are detailed below). Thus girded by her loving sisters, Storm was able to win the duel against the divine being—a fact that has earned her Xvim's eternal enmity.

Motivations/Goals: Storm is the true, behind-the-scenes ruler of the Shadowdale area. She works with Mourngrym (the Lord of Shadowdale), the Knights of Myth Drannor, and Elminster to make the region one that welcomes elves, treants, druids, and other beings who love vibrant woodlands and other wild places.

She also serves as the leader of the more free-spirited western branch of the Harpers. As such, she's very well informed about events across the western Realms, and acts through her Harpers to keep the various evils there in check.

Campaign Uses: As the best known and the best liked of all the Seven Sisters, Storm is revered as a regal warrior and a veteran minstrel. A devil-may-care lady of the road, she had many adventures as a Harper and many of that organization now seek her out for training both bardic and martial. Since she is also in charge of the eastern branch of the Harpers, PCs belonging to that august organization may be summoned by her at some point, either for information Storm believes they may possess or for the purpose of receiving a mission from her.

Storm also may be encountered in or near Shadowdale. If met there, she's likely doing something to benefit others, whether it's escorting orphans to the nearest temple or playing her harp and singing for someone who's on his deathbed.

Sources: *The Seven Sisters, Once Around the Realms.*

Unique Abilities

Spell Immunity: Storm is immune to *charm person, misdirection, fireball, fear, feeblemind, death spell, finger of death, power word blind,* and *meteor swarm.*

Bonus Spells: In addition to her normal repertoire, Storm can cast *identify, ESP, water breathing, stoneskin, teleport, legend lore,* and *the Simbul's synostodweomer** each once per day without having to memorize them or use any of their components.

Also, when her sisters Alustriel and Laeral learned that Storm was soon to battle the Godson of Bane, Iyachtu Xvim, they cast special magics on her to help insure her survival and victory. As a result of impossible-to-duplicate magics, Storm is forever immune to *magic missile, lightning bolt, ice storm,* and *chain lightning.* Not only is she immune to all damaging effects of these spells, but Storm actually gets bonus hit points equal to what the damage would have been. (Roll the appropriate damage dice whenever Storm is attacked with one of these spells. But, rather than subtracting the total from her current hit point total, add it instead; these extra hit points last for one day.) As a side effect of this magic, Storm is also immune to natural lightning, and she loves to stand out in storms atop high hills, her arms raised over her head as the rain and wind assail her body.

Storm is an expert at detecting deceptions. Although this ability is not magical, she still can detect any lie she hears 65% of the time. This applies only to people, places, or situations with which she's familiar (and therefore notices when some aspect of a statement doesn't ring true).

Syluné Silverhand

Female spectral harpist; one of the Seven Sisters and the Chosen of Mystra
(Formerly human female 22nd-level mage and 2nd-level fighter)

ARMOR CLASS: 4
MOVE: 12, FL 14 (A)
HIT POINTS: 77
THAC0: 11
NO. OF ATTACKS: 2
ALIGNMENT: Neutral good
STR 13, DEX 17, CON 25 (18), INT 18, WIS 16, CHA 15

Spells (5/5/5/5/5/5/4/4/3): As one of the Chosen of Mystra, Syluné knows and is potentially capable of casting virtually any spell (she is exempt from the rule that mages of 18 Intelligence can know only 18 spells per spell level). In her present condition as a noncorporeal being, some spells that require the manipulation of material components are unavailable to her; but she is working on modifying all such spells so that the versions she casts require only a verbal component. A typical list of spells for her (including some that she has already modified) might include: 1st— *charm person, comprehend languages, detect magic, hold portal, protection from evil;* 2nd— *detect evil, forget, knock, know alignment, locate object;* 3rd— *blink, delude, fly, phantom steed, spectral force;* 4th— *dimension door, emotion, enervation, hallucinatory terrain, remove curse;* 5th— *contact other plane, domination, hold monster, telekinesis, teleport;* 6th— *antimagic shell, conjure animals, globe of invulnerability, guards and wards, veil;* 7th— *limited wish, power word stun, shadow walk, vanish;* 8th— *maze, prismatic wall, screen, sink;* 9th— *meteor swarm, prismatic sphere, weird.* (See also "Bonus Spells" below.)

Weapons of Proficiency: quarterstaff; dagger; dart; 1 open.

Nonweapon Proficiencies: agriculture; brewing; cooking; dancing; fire-building; healing; herbalism; pottery; reading/writing; religion (worship of Mystra); seamstress; spellcraft; weather sense; weaving; 1 open.

Equipment: During her life, Syluné had access to most normal items of equipment. Further, once she settled down in Shadowdale she became known for her potions, philters, balms, and herbal remedies (both magical and mundane).

In her current state, Syluné has little use for equipment of any kind.

Magical Items: During her lifetime, Syluné had access to many magical items, especially those of her own concoction. She is also known to have possessed a *staff of the magi.* It is almost certain that she possessed other magical items of significant power.

In her present state, Syluné has no interest in items of magical power.

Combat/Tactics: When she was alive, Sylune preferred spells over physical combat. Perhaps the wisest and most cunning of all the Seven Sisters, Sylune often outthought her foes as much as she outfought them.

In her current form as a spectral harpist, Sylune tries to avoid combat altogether. When she is forced, though, she can use her spells and her *chill touch* to good effect. She avoids using her *deathsong* if it's at all possible.

Allies/Companions: Her sisters (STORM in particular remains close to her undead sister to this day); the Harpers.

Foes/Enemies: Those who cruelly meddle in the lives of simple folk; the Zhentarim are the worst examples of such behavior. Also, Sylune has always felt that mages were responsible in every sense for the magic they cast, and those who shirked those responsibilities infuriated her.

Appearance: While she lived, Sylune was the shortest of the Seven Sisters at 5'9". She tended to dress simply, as befitted her lifestyle. Her long, silver hair was usually constrained by a few loose hairbands (which were reputed to be magical).

In her present condition as a spectral harpist, Sylune can be *invisible* (detectable as a disembodied voice), a translucent female form, or a ghostly gray woman of incredible beauty.

Personality: Kindly, polite, quiet, and wise, Sylune was the most misunderstood of the Seven Sisters. Some people feared her during her life, referring to her as the "Witch of Shadowdale," but not those who lived in that place. To them she was a dispenser of herbs, medicines, and advice.

She was/is perhaps the shrewdest of all the Seven Sisters, and now that she is not able to go wherever she wishes, she misses not knowing all that is happening across the Realms. Still the wise councilor, advice-giver, and wine-maker, "the Ghost Queen" (as she is becoming known) is bothered by the fact that she can retain no new memories, often being forced to ask repeatedly about subjects or people of interest to her.

Locales Frequented: Storm's farm in Shadowdale. Sylune's movements are currently limited to a 90-foot radius from the farm, 90 feet from any Chosen of Mystra, or 90 feet from any piece of foundation stone from her residence.

History: For general information on how six of the Seven Sisters came to be, see page 136. The text that follows here recounts what happened to Sylune after the death of Elue.

After she had spent her early childhood years with Thamator (see Alustriel's entry), another Harper named Hauliyr noted Sylune's talent for magic, and she went off to study with him. Many years later, she came into conflict with her sibling, Laeral. Mystra appeared, however, and staved off a battle that could have resulted in the deaths of two of her Chosen.

Sylune wandered the Realms for centuries, learning all she could of magic wherever she journeyed. She spent time in Thay, Rashemen, and even Kara-Tur.

During her travels, Sylune came into possession of the *scepter of Savras.* That item contained the essence of Savras the All-Seeing, a god that had been defeated by Azuth long ago. Savras, presumably trying to entice Sylune to help him break free of his imprisonment, granted her the permanent ability to take the shape (and use the powers and abilities) of an adult silver dragon whenever she desired.

Sylune did not free Savras from the scepter; instead, she willingly surrendered the item to Azuth upon his request. In return, Azuth periodically watched over Sylune, and since her death, does so constantly. Any concerted effort to destroy her current form (besides angering Elminster, Storm, and the rest of the Seven Sisters) is likely to be greeted by a glowing hand of Azuth that hurls lightning bolts at the transgressors.

Several decades ago, Sylune settled down in Shadowdale and became the wife of Aumry, the lord of the dale at that time. She stayed on after his death, because she had become attached to the folk of the area—and because, as she and her townsfolk eventually discovered, the new lord was actually a Zhentarim agent. She worked behind the scenes to keep Shadowdale intact during these trying times. When the evil lord was killed a few years later, Sylune served as the unofficial leader of the dale for three years, during which time the forces of Zhentil Keep were driven out of the area.

It was during the infamous Flight of the Dragons, about one year before the Time of Troubles, that Sylune gave her life defending her home. She broke her *staff of the magi* in a retributive strike to kill a red dragon that was killing her. The strike destroyed her physical body (as well as the hut where she lived and all her possessions at that site), but she retains a vestige of life as one of the undead entities known as spectral harpists.

Since her death, she has remained near the farm that her sister Storm now occupies, watching over those areas she can still reach. She assisted Elminster and the Harpers in defending the Realms against the incursions of the Shadowmasters during the Time of Troubles.

Motivations/Goals: Today, Sylune keeps an ever-vigilant watch over the farm and its surroundings. She spends a lot of time working to convert her spells to verbal-only incantations, using aspects of dragon magic and experimentation.

Campaign Uses: Sylune is still available as a magical tutor, and few aspiring mages could ask for a mentor with a more unique perspective. The Harpers consider Sylune to be a kind teacher and guardian.

Sylune also would act to protect Shadowdale as much as her form allows her.

Sources: *The Seven Sisters, The Code of the Harpers, Shadows of Doom, Cloak of Shadows, All Shadows Fled.*

Unique Abilities/Items

Spell Immunity: Sylune is immune to *charm person, web, hold person, wall of fire, feeblemind, disintegrate, power word stun, power word blind,* and *power word kill.*

Bonus Spells: In addition to her normal repertoire, Sylune can cast *mending, ESP, dispel magic, charm monster, major creation, reincarnation, spell turning, polymorph any object,* and

time stop each once per day without having to memorize them or use any of their components.

Several pieces of stone from Sylune's hut have been moved to various locales across the Realms, thus allowing her to travel (via a special variant of the *teleport* spell that is attuned to the stones) to strategic areas such as Mourngrym's bedchamber in the Tower of Ashaba in Shadowdale; an antechamber in King Azoun's bedchamber in the palace in Suzail; Vangerdahast's study in the same palace; the kitchen of Elminster's Tower in Shadowdale; an inner chamber in the Harper headquarters at Twilight Hall in Berdusk; little-used rooms in both the old and new Vault of the Sages in the city of Silverymoon; and certain other, undisclosed locations in Waterdeep (possibly within Blackstaff Tower) and in Everlund.

Harpers also have been known to take a small stone with them on missions, allowing the spectral harpist that is Sylune to accompany them. Elminster has cast a *contingency* on Sylune that whisks her back to him or to Storm if the stone is parted from the Harper, the Harper is slain, or the stone is shattered. (If a wounded or dying Harper is conscious, Sylune would tell him to shatter the stone and thus allow her to summon aid.)

Further, Elminster has created human female bodies (either through the use of *clone* or *simulacrum* spells) with small stones embedded within them, allowing Sylune to travel and interact with other living beings almost normally.

Sylune can read or trace *explosive runes, glyphs,* and *symbols* without triggering them (likely due to her undead status). She can discern the exact powers or most and warn others of their properties. She has a 29% chance to detect cursed items or magical traps by their "feel" without triggering any effects.

A brief summary of the statistics for a spectral harpist is:

Spectral harpist: AC 4; MV 12, Fl 14 (A); hp 9+9; THAC0 11; #AT 2; Dmg 2d4 (x2) or by weapon; MR 44%; SZ M; ML (20); AL LN; XP 9,000.

Special Abilities: *chill touch,* which causes 2d4 points of damage twice per round; *deathsong,* a dirge that causes fear in all living beings within a 90-foot radius, unless a save vs. spell is made. Affected beings flee for 10 rounds and are 50% likely to drop any carried items in their single-minded need to flee. A *deathsong* can be sung for from one to four rounds. For six rounds after singing a *deathsong,* the harpist is protected by a 10-foot-radius antimagic zone. Any physical attack made by the harpist while singing a *deathsong* inflicts triple damage.

A spectral harpist has the standard undead immunities to *charm, hold, sleep,* and the like including poison, petrification, polymorphing, cold, and death-magic attacks.

A spectral harpist can cause all magical items within 60 feet to glow. This glow lasts for 2d4 rounds or until dispelled.

Spectral harpists can be partially or totally insubstantial. In this state, they cause no damage, but they are immune to purely physical attacks. Magical weapons inflict double their magical bonus (a *dagger +1* inflicts 2 points of damage). A spectral harpist also can assume a *wraithform* as the spell.

Tarl Desanea

Human male 15th-level priest of Tyr
ARMOR CLASS: 8 (0 when he adventured)
MOVE: 12
HIT POINTS: 57
THAC0: 12
NO. OF ATTACKS: 1
ALIGNMENT: Lawful good
STR 16, DEX 16, CON 12, INT 13, WIS 18, CHA 16

Spells (8/8/7/7/4/2): As an adventurer, spells that Tarl most often found necessary included the following: 1st— *bless, cure light wounds, detect evil, detect magic, detect snares & pits, light, protection from evil, shillelagh;* 2nd— *chant, detect charm, fire trap, flame blade, obscurement, silence 15' radius, slow poison, spiritual hammer;* 3rd— *continual light, create food & water, detect charm, dispel magic, find traps, glyph of warding, prayer;* 4th— *cure serious wounds, detect lie, divination, neutralize poison, produce fire, protection from evil 10' radius, spell immunity;* 5th— *cure critical wounds, flame strike, true seeing, wall of fire;* 6th— *fire seeds, heal.*

Weapons of Proficiency: war hammer, footman's flail, footman's mace, shield attack (if using *PLAYER'S OPTION: Combat & Tactics).*

Nonweapon Proficiencies: blind-fighting; healing;

herbalism; local history (Phlan area); reading/writing; religion (worship of Tyr); 2 open.

Equipment: When he adventured, Tarl was always decked out in full battle armor (plate mail) and shield. He wore a bronze holy symbol of Tyr about his neck and carried a war hammer in his hand. More mundane items were kept in a backpack or saddlebags while adventuring.

Magical Items: Generally Tarl has a few potions of healing. Before his effective retirement, he carried the *Hammer of Tyr*.*

Combat/Tactics: Tarl usually does not engage in combat any longer, because he has lost his sight. When he could see, Tarl was not the type to stand back and cast spells while others did the fighting. He plowed right in and stood with the best of fighters. Against more powerful opponents, he relied on his spell repertoire.

Although he is totally blind (like his deity), Tarl can "see" emanations of magic, including any magically concealed or *invisible* creatures or items.

Allies/Companions: SHAL; REN; Miltiades; Kern. (See the end of this entry for information on Miltiades and Kern.)

Foes/Enemies: None known at the present time, since he and his allies have defeated every known foe to assault Phlan.

Appearance: This handsome, middle-aged priest of Tyr had light blond hair when he was twenty; now, more than thirty years later, it is silvery-white. He has a finger-long scar on his scalp (not readily visible because he wears his hair long) and two blotchy scars on the back of his right hand, the result of acid that sprayed from a vessel he struck with his hammer. His gentle blue eyes stare blindly from their sockets.

Personality: Before he was blinded, Tarl was the model of courage and kindness. He still is that today, but suffered through a crisis of faith and confidence shortly after losing his sight. He has gone through a lot in service to Tyr and the people of Phlan, but remains firmly dedicated to his deity. He is generous with his healing spells, even to the point of putting himself in physical peril.

Locales Frequented: Tarl is familiar with the civilized parts of Vaasa and the city of Phlan, and he has visited Ren at his keep in the Valley of the Falls.

History: When he was about 20 years old, Tarl came from Vaasa with a number of Tyrian clerics who brought the artifact, the *Hammer of Tyr,* to sanctify their new temple in Phlan. All of the clerics except for Tarl and one other were killed by a vampire and a host of undead minions. The vampire took the fabled hammer from Tarl in exchange for releasing his brother cleric. Eventually, with the help of the mage Shal and the thief-ranger Ren, Tarl not only recovered the hammer but defeated Tyranthraxus, an evil being who had inhabited the body of a bronze dragon and was threatening to take over the region.

Following this adventure, Tarl and Shal married and settled down to help establish Phlan as a civilized community. Tarl, serving a deity of war, was the military advisor to the armed forces of Phlan. It was through his leadership, again aided by his allies, that the Red Wizard Marcus was defeated and his evil pool of darkness obliterated. The pool was destroyed by throwing the *Hammer of Tyr* into it—but the evil god Bane, who had instigated the war against Phlan, stole and hid the hammer.

After the loss of the holy artifact, Phlan fell into decline and many of the clerics of Tyr were beset by afflictions, some of them fatal, as a result of the fact that the hammer had been lost. It was during this time that Tarl was struck blind. A riddle of Bane was discovered that prophesied that the hammer would be recovered by "the Hammerseeker," who was Tarl and Shal's son, Kern, a paladin-aspirant. When the city was again threatened by undead forces, Tarl, although blinded, provided holy force from Tyr that held back the horde, but the strain was considerable. He would have undoubtedly fallen had Kern not only recovered the *Hammer of Tyr,* but also destroyed the evil pool that provided the power to the invaders.

Motivations/Goals: Tarl has experienced a lot in his life and is content to be retired—although he will not shirk his duty to his deity if a situation arises in which his help is needed.

Campaign Uses: A blind NPC who is intent on enjoying the comforts of retirement would seem to have limited usefulness in a campaign, but with Tarl there are possibilities. For instance, he could be used as a medium for discovering any magically concealed or invisible creatures that are harassing the PCs. In this regard, he can also unerringly spot any magical items (like those that the PCs did not realize were magical).

A very high-level adventure could involve the PCs accompanying Miltiades on one of the many quests he will try to complete during his second life (see below). This should be a mission that involves the acquisition of a long-lost holy relic guarded by magical wards and traps, the destruction of a drow city, or some other equally huge challenge.

Sources: *Pool of Radiance, Pools of Darkness, Pool of Twilight.*

Miltiades (LG hm Pl1): Miltiades is a paladin who was one of the first to follow Tyr's calling. After his death, he was recalled by Tyr himself to help the heroes defeat the red wizard Marcus. He did so in the unnerving appearance of a skeletal warrior. Later, he arose again to help Kern recover the *Hammer of Tyr.* Miltiades had been promised eternal rest in exchange for this service, but Tyr went further: he restored Miltiades to human form so that he could finish those quests that he had not completed in his previous mortal life.

Kern Miltiades Desanea (LG hm P6): Kern is the 22-year-old son of Tarl and Shal. He is outfitted in chain mail with a steel breastplate and greaves, and he fights with a war hammer. Known as the "Hammerseeker," Kern went on the quest to recover the lost *Hammer of Tyr,* which had been stolen by Bane after it was used to foil Marcus's plot. Kern is 100% impervious to magic, and it takes a considerable effort on his part (50% chance) to lower this resistance to allow healing spells.

Tavis Burdun

Firbolg male 15th-level ranger
ARMOR CLASS: 1
MOVE: 18
HIT POINTS: 140
THAC0: 6
NO. OF ATTACKS: 2
ALIGNMENT: Neutral good (lawful tendencies)
STR 19, DEX 15, CON 19, INT 16, WIS 16, CHA 13

Spells (3/3/2): 1st— *animal friendship, faerie fire, invisibility to animals, shillelagh;* 2nd— *goodberry, speak with animals, warp wood;* 3rd— *hold animal, snare.*

Ranger Abilities: HS 99, MS 99.

Weapons of Proficiency: long bow (specialist), sheaf arrow; long sword; bastard sword; two-handed sword; dagger; short bow, flight arrow; battle axe.

Nonweapon Proficiencies: blind-fighting; bowyer/fletcher; brewing; direction sense; fire-building; hunting; mountaineering; running; tracking (+5); 4 open.

Equipment: Standard adventuring gear for one of his size. As the husband of Queen Brianna of Hartsvale, Tavis has access to extensive resources.

Magical Items: *Mountain Crusher,* a *long bow +5* that is strung with woven steel and reinforced with the rune-etched ribs of a glacier bear. This bow was specially made for Tavis and allows his Strength bonus for damage (+7) to apply to arrows fired from it—in addition to the bow's bonus and any bonuses for the arrows themselves.

Combat/Tactics: Tavis makes extensive use of Mountain Crusher in combat. With his Strength, his bow, and Basil's runearrows (see below), few can match Tavis's offensive capabilities—at missile range or in melee.

Tavis will close for melee when such is called for. He can use giant-sized weapons if available (with a corresponding increase in damage), and needs only one hand to wield any normal (size L or smaller) weapon.

His species enemy is ogres.

Allies/Companions: Queen BRIANNA, his wife; Basil the verbeeg runecaster (see the end of this entry), and Avner (hm T3), an orphan who died fighting for Brianna and Tavis.

Foes/Enemies: The giants and giant-kin who follow the Twilight Spirit—an ancient, godlike being who wishes to return giants to their lost position as rulers of Toril.

Appearance: Tavis is 10 feet tall and weighs about 800 pounds. His hair is gray after the events described below, and his eyes are dark.

Personality: Tavis is known as the Lion of Hartwick, due to his staunch defense of the realm and its queen. He holds himself to an extremely strict code of personal ethics. He refuses to lie, saying that all firbolgs have much difficulty in telling falsehoods. He is unrelentingly loyal to those he cares about and to those to whom he's given a promise—to Tavis, his word truly is his bond.

Tavis also cares deeply for orphans, since he was (in effect) one himself. Other lost souls would likely find themselves being cared for by Tavis as well.

Locales Frequented: The Kingdom of Hartsvale, which lies south of the Great Glacier near Anauroch, the great desert.

History: Tavis was born "under a red moon"—the way the firbolg refer to a birth in which the mother dies in childbirth. Since this event is considered a bad omen, Tavis was banished from his tribe and was raised by humans.

He joined the Frontier Scouts of King Camden of Hartsvale (Brianna's father) when he had grown. When he was not out in the wilds, he tended an inn known as the Weary Giant, which became a home for all the orphans in the area.

When Princess Brianna was kidnapped, Tavis reported the incident to King Camden. Oddly, the king did not seem alarmed by his only child's loss. He refused to send out a rescue party, and even forbade Tavis from going off to rescue her.

Accompanied by Avner and Basil (whom he'd met not long before), Tavis tracked the ogres that had taken Brianna to Twilight Vale, fought those the king sent to stop them, and finally rescued her.

After Tavis convinced the princess of her father's treachery, the foursome fought their way back to Hartsvale. When Brianna confronted her father and he left in disgrace, she be-

came queen and named Tavis her First Defender of Hartsvale.

The heroes learned about the Twilight Spirit (also known as Lanaxis) and his plans. It was Lanaxis who was behind Brianna's kidnapping. He sought to have a giant impregnate her, believing she would then give birth to a future king of the giants who would lead the giants back to their former glory.

Not much later, someone named Prince Arlien appeared, seemingly seeking aid from Hartsvale as several tribes of giants were gathering nearby. In reality, Prince Arlien was the Ettin, the spiritual father of all "normal" ettins, magically disguised as a handsome human and working on behalf of Lanaxis. Using magic and drugs, he seduced Queen Brianna. Tavis managed to uncover Arlien's plan and defeat the Ettin, but not before Brianna became pregnant with Arlien's child. Avner helped her give birth while they were in hiding from all the forces that wanted to control or destroy the child.

Ultimately, Tavis would have to vanquish the Twilight Spirit if Brianna and her child were to survive in safety. Knowing he could not fight such a powerful being without mystic aid, he tracked and acquired the mythical axe *Sky Cleaver.* This potent weapon allowed Tavis to defeat Lanaxis, but at a price—coming into contact with the weapon aged and deformed him (and Basil). When Tavis dropped the axe for good, his normal appearance was restored, except that his hair remained gray.

Motivations/Goals: Tavis is totally devoted to Queen Brianna and the people of Hartsvale. He bears his responsibilities steadfastly, and will never willingly shirk them.

Campaign Uses: If the PCs have fought evil giants and giant-kin before, they may hear of Hartsvale's troubles and journey there to lend a hand. It's possible that when they show up, not all the events recounted here will have already taken place. (Read the novels, introduce the PCs at an appropriate point, and see if they can help Tavis as well as Basil and Avner did.)

Sources: *The Ogre's Pact, The Giant Among Us, The Titan of Twilight, Giantcraft.*

Basil of Lyndusfarne (12th-level verbeeg runecaster): AC 4; MV 18; hp 55; THAC0 17; #AT 1; Dmg by weapon (plus Str bonus); SZ L (8'6"); AL NG; Str 18/51, Dex 12, Con 16, Int 14, Wis 16, Cha 6. Spells: runes; see *Giantcraft* or *The Vikings Campaign Sourcebook,* which also contains a rune-magic system.

Personality: Basil is a good friend of Tavis and Brianna. Runecasters are rare among the verbeeg, with many in Hartsvale considering them to be thieves. While Basil is not above "borrowing" some interesting books to read or some such, he does not steal for a living or from his friends.

Description: Basil was deformed when Tavis used the axe *Sky Cleaver* to defeat the Twilight Spirit. His face is now a mask of yellowed bone, with only a few strands of muscle. His body is worse, looking as if his skin had been flayed by fomorian giants.

Full details of verbeeg PCs can be found in *Giantcraft* or in *The Complete Book of Humanoids.*

Tristan Kendrick

Human male 14th-level fighter
ARMOR CLASS: –1
MOVE: 12
HIT POINTS: 105
THAC0: 7
NO. OF ATTACKS: 2
ALIGNMENT: Neutral good
STR 17, DEX 18, CON 17, INT 16, WIS 14, CHA 18

Weapons of Proficiency: long sword; long bow, flight arrow; heavy lance; short sword; spear; hand axe (thrown and wielded); battle axe.

Nonweapon Proficiencies: animal handling (horse); animal training (dog, horse, falcon); endurance; etiquette; fire-building; heraldry; riding, land-based (horse); tracking.

Equipment: As the former High King of all the Moonshae Islands, Tristan has access to considerable resources. Now that he lives in Myrloch Vale, his needs (and his lifestyle) are much simpler, though his daughter, High Queen Alicia, certainly would provide anything he requested.

Magical Items: *Sword of Cymrych Hugh* (before it was lost). The sword, a unique magical item, traditionally belongs to the High King of the Moonshaes. It is a silver *long sword +4,* with the special ability to *detect evil* within sight of the wielder at will. It was specially designed to battle the Beast, Kazgoroth. The sword causes *fear* in any manifestation of the Beast for 1d4 rounds. When Kazgoroth is in sight of the wielder and the wielder grasps or touches the sword, the wielder must make a successful saving throw vs. spell or be compelled by the sword to meet the monster in melee combat.

Combat/Tactics: Tristan prefers to go into combat mounted atop a loyal steed with a favorite moor hound (or a pack of them) by his side. His bravery in battle is without limit, but he is also a wise tactician. Since he never developed particular skill with missile weapons, he tends to eschew their use.

Allies/Companions: His wife ROBYN; his daughter (and High Queen) ALICIA; the wizard KEANE; Newt the faerie dragon; all the peoples of the Moonshaes (the Ffolk, the Llewyrr elves of Synnoria, the dwarves, and the Northmen); Daryth; Pawldo. (See the end of this entry for information on Daryth and Pawldo.)

Foes/Enemies: Foes of the Moonshaes and of the Earthmother (Sinioth and the minions of Talos, Malar, and Bhaal).

Appearance: Tall and broad, the former High King of the Moonshaes has thick brown hair and a full beard that covers half his chest (a Ffolk tradition). Although he has now reached middle age and streaks of gray line his temples, Tristan is still robust and seems to have many more years ahead of him.

He suffered the loss of his left hand a few years ago, and

after spending some time seeking magical means to replace it, has now accepted the loss.

Personality: As a younger man, Tristan was outwardly carefree but inwardly troubled by feelings of inadequacy. As the events detailed below transpired, he became more confident and self-assured. With the support of his friends and the love of Robyn, Tristan succeeded in becoming the High King of all the Moonshaes.

Now, with twenty years of ruling behind him and the Moonshaes seeming to finally be at peace, Tristan is at ease and could be considered to be retired—but he would still spring into action if the situation demanded it. If the Isles or his family is threatened, Tristan will see it as his duty to eliminate that threat.

It is that sense of duty that helped Tristan become the man that he is. In the past, that same sense of obligation could cause him to become morose if he felt he had failed in some responsibility. Today, Tristan uses those feelings to motivate him into action, rather than into inaction (and toward the temptation of strong drink).

Locales Frequented: Myrloch Vale, or virtually any locale in the Moonshaes that the Earthmother deems to need the attention of her great druid (Robyn) and her husband. Tristan's visits to the mainland of Faerûn are rare, although he did once spend some time along the Sword Coast.

History: Tristan was born the prince of Corwell, son of King Bryon Kendrick of the royal line of Corwell. His mother died while Tristan was still a young boy.

King Bryon was determined to make a good successor to the throne out of young Prince Tristan, but the king lacked the ability to make that goal interesting to the young man. King Bryon also had a charge in the person of young Robyn, the daughter of the great druid Brianna Moonsinger. Brianna had died trying to destroy Kazgoroth (a huge, evil beast that manifested the influence of Bhaal in the Moonshaes) singlehandedly. Tristan originally thought Robyn to be his sister, but after he realized they were not related, his brotherly affection slowly turned to romantic love.

Tristan continued to disappoint his father when the young man and Robyn went on a hunting trip with some companions, and Tristan was nearly killed. When the group came into conflict with a band of firbolgs, Tristan found himself in mortal danger but was saved by an arrow from the bow of Keren, the greatest bard in the Moonshaes, who happened upon the scene just in time. The bard accompanied Tristan and his friends back to King Bryon's court, where he revealed to the prince and his father that there was a threat looming over Corwell—a mass of firbolgs and an army of northmen, both poised to invade. King Bryon, to prepare for the coming conflict and to thrust some responsibility upon his son, appointed Tristan the commander of a company of soldiers.

When Keren disappeared soon after leaving for Alaron, Tristan and his friends attempted to find him. They tracked

him to Myrloch Vale, and rescued him and the dwarf Finellen there. They also discovered the fabled *Sword of Cymrych Hugh* tucked away in a firbolg treasure hoard. (Tristan did not realize what the sword was until Keren told him.)

Upon returning to Corwell, Tristan and his party found that the northmen had indeed invaded. After destroying several cantrevs (small towns), the barbarians were marching on Caer Corwell itself. Also, a party of northmen was moving through Myrloch Vale in an effort to cut off the escape of refugees from the ruined cantrevs and to keep them from reinforcing Corwell.

While attempting to catch the Northmen, Tristan's group encountered the Sisters of Synnoria (a band of female elven mounted warriors) and met Finellen again, this time in the company of a group of dwarves planning to prevent the firbolgs from joining up with the northmen.

Tristan took this disparate group and forged them into a fighting force that met the northmen and drove them off, allowing the refugees to escape to Corwell. Tristan and his party returned to Corwell to find it besieged by a force led by the warrior Thelgaar Ironhand (actually Kazgoroth in human form). Tristan, wielding the *Sword of Cymrych Hugh,* fought Kazgoroth and finally managed to wound the beast sorely. Wounded and with the tide turning against him, Kazgoroth fled. The heroes followed the beast to the Moonwell* it had corrupted and battled it again.

In the end, Kazgoroth was slain, but Tristan, Pawldo, Daryth, and Keren all paid with their lives. The Earthmother appeared at the Moonwell and restored all the heroes to life except for Keren, who had been disintegrated.

In the following year, Tristan helped his father administer the reconstruction of Corwell. However, the king was still often critical of his son, who took to carousing and hunting in order to be away from his disapproving father. In the meantime, Robyn had gone away to study to become a druid under the tutelage of her aunt Genna Moonsinger. Her absence was very difficult for the young prince, because he had fallen deeply in love with her.

It was also during this time that the plottings of the evil wizard Cyndre and his Council of Sorcerers came to light. Assassins hired by Cyndre to recover the *Sword of Cymrych Hugh* attacked Tristan and his father, killing the king. Afterward, it was not automatically decreed who would succeed Bryon as the leader of Caer Corwell. Tristan's ascension was opposed by Pontswain, a cantrev lord with a royal lineage. It was determined that the High King of Caer Calidyrr, on the isle of Alaron, should declare the next king of Corwell. The two contenders, accompanied by Daryth and others, set off on a sea voyage for Calidyrr.

The boat was sabotaged along the way, and both contenders for the throne found themselves washed up by the castle of the ghostly spirit of Queen Allisyn, who appeared and told Tristan that he would be responsible for finding the next High King of the Moonshaes. "His name shall be Cymrych," she said, "and your sword shall become his."

After Tristan and Pontswain finally made it to Alaron, they were arrested by soldiers of the High King of Calidyrr, who believed that Tristan was there to assassinate their ruler. They were rescued by Pawldo and Daryth, and the group later joined forces with O'Roarke, a nobleman who had been declared an outlaw by the High King. Tristan also was reunited with Robyn, who was fleeing the destruction of the Moonwell in Corwell by Hobarth, a priest of the evil god Bhaal. It was clear that before the question of the kingship of Corwell could be answered, the High King of Caer Calidyrr and the evil forces behind his rule would have to be eliminated.

The heroes finally defeated Cyndre and the High King, and Tristan was designated as the new High King—not only of Caer Corwell, but of all the Moonshaes—by the Earthmother herself. The prophecy of Queen Allisyn had come true: the *Sword of Cymrych Hugh* was in the possession of the king (as it had been for some time), and the king's name was indeed Cymrych—as was pointed out to Tristan by Finellen, "Kendrick" is actually a variation on that name that came into use when the old dwarf was a youngster.

Though the forces of good had prevailed this time, not all evil had been expunged from the Isles. Hobarth still lived, and he, with the "divine" aid of Bhaal, the god of murder, had corrupted the Moonwell in Myrloch Vale, turning it into a source of evil magic known as a Darkwell. Decay and despair spread throughout the vale as Bhaal instructed Hobarth to place the heart of Kazgoroth (all that remained of that evil beast) upon the petrified form of Genna Moonsinger, chief druid of the Moonshaes. (The Earthmother had previously transformed all of her druids except for Robyn to stone to prevent them from falling into the clutches of the undead monsters that were infecting the vale, keeping the druids from being turned into more undead.)

It was during this time that the goddess Chauntea noticed the crippled and faltering status of the Earthmother and began to act to counter Bhaal's schemes for the Isles. The god of murder's schemes included mocking the Earthmother by creating "children" of his own to help destroy the Isles, as the Earthmother had done—in a quite different fashion—for the benefit of the Moonshaes long ago. To this end, Bhaal created a flock of perytons, an owlbear, and a displacer beast named Shantu that was designated the "king" of Bhaal's children.

A major breakthrough in the fight against Bhaal occurred when Tristan and his companions were attacked at sea by a band of sahuagin. They fought them off, then went to the aid of a ship of northmen that also was under attack. Working together, the Ffolk and the northmen dispatched the evil fish-men. As it turned out, Tristan had come to the aid of none other than the king of the northmen, Grunnarch the Red. On that day the northmen and the Ffolk became official but tentative allies.

At the banquet celebrating the alliance, Tristan had too much to drink and was seduced by Genna Moonsinger, who had been reanimated and transformed into an evil temptress through Hobarth's use of the Heart of Kazgoroth. Robyn discovered the couple together in Tristan's room and fled, furious at this betrayal. Tristan followed and attempted to apologize, but Robyn would not answer her door, and soon thereafter flew by magical means northward to Myrloch Vale.

When Tristan could not find Robyn the next morning, he assumed she had gone north. He and a group of companions set off on horseback to catch up with her, and also to stop Hobarth and restore the ravaged vale. They were reunited with Robyn along the way, but initially she still would not hear Tristan's pleas for forgiveness.

Unbeknownst to the heroes, Shantu the displacer beast had been tracking the group. The beast attacked Daryth one night while he was alone. Despite a valiant struggle, the Calishite could not overcome the king of Bhaal's children and perished. Tristan took this very badly, blaming himself for his friend's death. Robyn comforted him in this emotional time, despite her anger.

Mortals were not the only beings to die during this time, however, as the Earthmother, weakened beyond any hope of recovery, seemingly passed away into oblivion. Bhaal's children had done their vile work very well indeed.

Only after the Earthmother's passing did the full extent of Bhaal's plan come to light; he intended to use the Darkwell to allow his avatar to enter the Realms and wreak havoc upon the Moonshaes.

The group eventually reached the Darkwell, at the same time that Bhaal was emerging. Tristan, wielding the *Sword of Cymrych Hugh,* faced the god in melee. Only the sword allowed him any chance at all against this monstrous force, but even he could not prevent Bhaal's avatar from smashing the petrified forms of the druids that still dwelt near the corrupted Moonwell. With the help of his companions, Tristan was able to sever the avatar's link to their plane by hurling the *Sword of Cymrych Hugh* into the Darkwell. The tactic worked, and Bhaal was cast back to his own plane.

Tristan then apologized for his indiscretion, asking for Robyn's forgiveness and for her hand in marriage. She gave him both, and the couple was married that winter. Within two years, the High King and Queen of the Moonshae Isles had two beautiful heirs, the girls Alicia and Deirdre.

The exploits involving the royal family of the Moonshaes took a different turn nearly two decades later. King Tristan left for a trading voyage to the Sword Coast, and before he could return home his ship was sunk and he was taken prisoner by the evil sahuagin. They maimed him by taking one of his hands as proof that he was their prisoner. After this grisly evidence was received at Corwell, Robyn and Alicia led a mission to rescue him.

Tristan had suffered from temporary amnesia because of his rough treatment at the hands of the sahuagin. When his memory did return, a rage burned within him and he devised a plan of escape. In fact, he was making good that escape when Robyn, Alicia, and the others appeared on the scene.

Tristan's attempts to replace his lost hand played into the hands of the Realmsian gods and the legendary giantish hero Grond Peaksmasher, who went to war against the civilized folk of the Isles. Tristan reunited with many of his old comrades to stave off the threat. He held off a horde of trolls with the sword *Trollcleaver,* which allowed his friends, Robyn, and Alicia to survive the battle, but he lost his other daughter, Deirdre.

After the death of his daughter, Tristan went off to live with Robyn in seclusion in Myrloch Vale, leaving Alicia to rule the Isles as High Queen. (More details of these events can be found in Alicia's and Keane's entries.)

Motivations/Goals: With the return of the Earthmother, peace and calm once again prevails in the Moonshaes, which is what prompted Tristan to turn over the reins of rulership to Alicia. While he will always be concerned with the welfare of his daughter and her domain, Tristan today concentrates on his wife Robyn and their goddess, the Earthmother.

Campaign Uses: Tristan is likely to be encountered only in the Moonshaes, and most commonly in Myrloch Vale. Although he is not known to be an active adventurer at this time, he may meet with PCs if they come with important information or are involved in a just cause for which he might be able to provide assistance.

Sources: Darkwalker on Moonshae, Black Wizards, Darkwell, Prophet of Moonshae, The Coral Kingdom, The Druid Queen.

Daryth of Calimshan, hm T10: AC 4; MV 12; hp 44; THAC0 16; #AT 1; Dmg 1d8; SZ M; AL NG.

S 13, D 18, Co 17, I 15, W 13, Ch 14.

Thief Abilities: PP 80, OL 75, F/RT 65, MS 60, HS 65, DN 20, CW 95, RL 40.

Personality: Daryth was determinedly light and amusing, refusing to take anything seriously. In battle, he became quieter and more serious, but still had enough lightness in his attitude to cheerfully mock an enemy.

Description: Daryth was swarthy and quick. He spoke in heavily accented Common, and typically wore a red cloak, adding leather armor only when encountering danger.

History: As a child, Daryth was selected to enter his pasha's Academy of Stealth (a thieves' school and guild). He also was trained to handle dogs. After a dispute with the pasha, Daryth left the academy for the life of a sailor.

On his first voyage, he realized that the rolling motion of a ship was not for him. When the ship docked at Corwell in the Moonshaes, Daryth thought to return to his thieving ways. His first intended victim was Prince Tristan Kendrick, who immediately noticed the pickpocketing attempt. After Tristan chased the thief down, he and Daryth had a fight with daggers. The two came to admire each other's skill, and the fight soon ceased. They developed a bond, and Tristan eventually named Daryth his Master of Hounds.

Daryth aided Tristan and the others in defense of the Isles against Kazgoroth and Bhaal—until the day that Daryth became separated from his friends. Alone, he was tracked and killed by Shantu the displacer beast.

Pawldo of Lowhill, ham T7/F6: AC 4; MV 9; hp 60; THAC0 15; #AT 1; Dmg 1d6; SZ M (3'1"); AL NG.

S 14, D 18, Co 18, I 15, W 13, Ch 16.

Thief Abilities: PP 60, OL 55, F/RT 50, MS 60, HS 55, DN 30, CW 80, RL 20.

Personality: Pawldo was brave but rather pessimistic. Perhaps this can be understood from one born into a world much larger than one's body is built for. He found that the life of a wandering merchant suited his taste for travel and adventure. He was likely to add a dash of larceny during his travels, just to spice things up a bit. He always seemed to be around when his friends needed him, and they came to consider him a good luck omen.

Description: Brown-eyed and just over 3 feet tall, Pawldo was about 60 when he died. His brown hair was showing streaks of gray when he embarked on his last adventure.

History: Born and raised in Lowhill, a halfling community on the isle of Corwell, Pawldo first met Tristan when he sold the prince some weapons the halfling had gamed on a merchant trip. They grew to like one another and became hunting companions. As evil encroached upon the Isles, Pawldo was there, aiding his friends. Unlike his friend Daryth, Pawldo managed to survive the war against Bhaal, but fell victim 20 years later to the beast known as the Elf-Eater.

Vangerdahast

Human male 17th-level mage
ARMOR CLASS: –1
MOVE: 12
HIT POINTS: 65
THAC0: 15
NO. OF ATTACKS: 1
ALIGNMENT: Lawful neutral
STR 12, DEX 14, CON 16, INT 18, WIS 16, CHA 12

Spells (5/5/5/5/5/3/3/2): Vangerdahast's repertoire usually consists of a mixture of offensive, protective, and defensive spells. A typical list of spells for him might include: 1st— *burning hands, charm person, detect magic, friends, magic missile;* 2nd— *detect invisibility, ESP, flaming sphere, mirror image, ray of enfeeblement;* 3rd— *detect illusion, hold person, Melf's minute meteors, protection from evil 10' radius, protection from normal missiles;* 4th— *charm monster, detect scrying, dispel illusion, minor globe of invulnerability, remove curse;* 5th— *Bigby's interposing hand, hold monster, passwall, teleport, wall of iron;* 6th— *death spell, geas, globe of invulnerability;* 7th— *power word stun, reverse gravity, teleport without error;* 8th— *mind blank, prismatic wall.*

Weapons of Proficiency: dagger; dart; quarterstaff.

Nonweapon Proficiencies: ancient history (Cormyr); brewing; etiquette; fire-building; gaming; herbalism; local history (Cormyr); reading/writing; riding, land-based (horse); spellcraft; weather sense; 4 open.

Equipment: As the Royal Magician to King Azoun's court in Suzail of Cormyr, Vangerdahast has access to virtually any type of mundane equipment.

Magical Items: *bracers of defense AC 2;* a *dagger +3;* a *ring of protection +3;* a *wand of armory*;* and a *wand of frost.* When at court, Vangerdahast also wears a *ring of multiple wishes* with an unknown number of wishes left. Further, Vangerdahast provides all of the royal family with *Royal Cormyrean signet rings* bearing the family crest. These rings allow Vangerdahast to locate the wearers and communicate with them telepathically. The process of their manufacture is a Cormyrean state secret.

Combat/Tactics: When Cormyr or its king is threatened, Vangerdahast is quick to react. He'll use his magic first to protect those he can, preferably removing them from the danger entirely. After that is accomplished, he'll strike at the threat with all the magical might at his command.

Allies/Companions: King AZOUN and his family, and the War Wizards of Cormyr. Vangerdahast commands the War Wizards, an integral part of Cormyr's defense. Only Vangerdahast knows how many wizards are in the group, which is made up of mages loyal to the crown who sign agreements and take an oath that involves a *geas* spell, ensuring that their actions will be for the good and the defense of Cormyr. (In addition, Vangerdahast requires all mages in Cormyr of 5th level of higher to register with the crown. Any who do not comply are bound to meet a handful of War Wizards who have ways of seeing that all mages abide by this rule.)

Foes/Enemies: The enemies of Cormyr, especially the evil mages of the Zhentarim and magic-wielding assassins of all types who seek to end the lives of King Azoun and his family.

Appearance: "Vangy," as he's called by his friend and king, Azoun, looks like a paunchy, middle-aged, white-bearded wizard of kindly but stern manner. While he appears to be about the same age as Azoun (early 60's), he has used magic to retard his aging process and is actually some 30 years the king's senior. He is always clad in the stereotypical mage's garb, a voluminous robe with capacious sleeves.

Personality: Vangerdahast is usually quiet, though he can be dignified and quite impressive when he wishes. Much more pragmatic than Azoun, he often reminds his king that black-and-white morals don't always apply to the real world. He can be quite stern with underlings or others who get his dander up.

Since Vangerdahast is Royal Magician, Court Wizard, and chairman of the War Wizards, he's likely to be quite busy whenever he's encountered. This need not mean that he is frazzled, but he may be brusque. This attitude will only worsen if Vangerdahast is annoyed with persistent questions or requests for aid. He's not above *teleporting* particularly bothersome individuals out of his presence.

Locales Frequented: Suzail—the royal court, the castle, and any War Wizard gatherings.

History: Vangerdahast spent his youth (in the time of Azoun's grandfather's rule) as an adventurer and made many friends who now are kings, patriarchs, and guild masters. These people now serve as his network for gathering information from across Faerûn.

Azoun's father appointed Vangerdahast to serve as Azoun's tutor in the history and lineages of Cormyr and in matters of magic and rulership such as ethics and responsibility. In time, he became the future's king's closest advisor and friend.

Vangerdahast often covered for Azoun during the time when the young noble rode with the King's Men. He would explain to Azoun's parents that their son was on some sort of expedition to recover a trinket, a book, or a map of value.

He accompanied the king on the crusade against the Tuigan Horde despite protests by Azoun, who wanted the Royal Magician to stay in Cormyr's capital as a deterrent to any disgruntled faction or any of the "normal" evils of the Realms from making a play for power in Azoun's absence. Although he was struck down by a dead-magic area where the Tuigan had made their camp, Vangerdahast recovered in time to command the War Wizards in the final day's battle.

He continues to advise Azoun to this day, often countering the king's strong sense of idealism with a healthy dose of pragmatism and realistic analysis.

Further, at some point in his career, Vangerdahast crossed paths with Elminster. Although the details are not known except by the principals, a good-natured feud arose between the two mages that continues to the present.

Motivations/Goals: Vangerdahast is admired and respected for his lifelong devotion to Cormyr and his friend, King Azoun. He feels that Azoun is by far the best possible ruler for Cormyr, and he works diligently to maintain Azoun's rule. Unlike Azoun, though, Vangerdahast often tends to take the most expeditious route to achieve his ends, rather than the "straight and narrow" path of lawful good.

However, Vangerdahast is concerned for the welfare of all who live in Cormyr, and he realizes that repression and arbitrariness are the best ways to ensure that the people will start searching for a less harsh ruler.

Campaign Uses: If the PCs spend any amount of time in Cormyr, at least the magic-using characters are sure to encounter Vangerdahast or his subordinates. Any sort of public magical disturbance will certainly draw his attention.

Vangerdahast also may contact adventurers of a nonlawful persuasion to achieve some important objective for the good of Cormyr. Most likely, this would occur if the king is stuck on the horns of an ethical dilemma and Vangerdahast is seeking to solve the problem for the king by employing the PCs.

Vangerdahast is not a Harper, but he is a trusted ally of the group, and will lend his help to a Harper cause when he can.

Sources: *Azure Bonds, Crusade, Once Around the Realms.*

Vilheim

Human male 6th-level fighter (Formerly a paladin of Torm)
ARMOR CLASS: 2
MOVE: 12
HIT POINTS: 48
THAC0: 15
NO. OF ATTACKS: 1
ALIGNMENT: Lawful good
STR 18/01, DEX 15, CON 12, INT 13, WIS 16, CHA 17

Weapons of Proficiency: long sword; spear; long bow, flight arrow; dagger; hand axe; 1 open.

Nonweapon Proficiencies: cooking; hunting; languages, modern (gnoll, gnome); religion (worship of Torm); survival (arctic).

Equipment: When not in armor, Vilheim Baltson is clad in warm pants, a heavy parka of fur and leather, and a tasseled woolen cap. He wears leather gloves and warm mittens on his hands and leather boots on his feet. He carries a backpack with numerous items that are geared toward survival in the frigid valley south of the Great Glacier. While traveling in ice and snow, he uses cross-country skis.

In battle, he wears a battered war helm, a dented (but polished) breastplate, and a mismatched collection of

leather, chain, and metal plates, which qualifies as half-plate armor (see *PLAYER'S OPTION Combat and Tactics,* page 148). On his arm he carries a wooden shield. At his side is a thick-bladed skinning knife, and he usually fights in melee with his long sword.

Magical Items: four *arrows +5* (the heads on these are shaped like leaves); a *long sword +1.*

Combat/Tactics: Vil is more than capable when fighting alone or when commanding a military force. In melee, he is able to change targets while in mid-swing, as many opponents have discovered to their rue.

Vil is the warrior's warrior, with a complete command of group tactics. When the enemy's whereabouts are unknown, he sends out reconnaissance to find them. He is a master at delaying a superior force, and he can do this equally well outdoors or in confined underground lairs. He directs archery fire with telling effect. Finally, he knows that he who makes a stand had better keep a way to escape if he wants to fight another day.

Allies/Companions: Although he lives alone, Vilheim Baltson is a respected neighbor of the Vani gnomes who live in the Samek valley near the Great Glacier of the North. He became extremely close to MARTINE, a young Harper ranger who came north to close an interplanar rift on the glacier.

Foes/Enemies: As a hermit, Vil has no enemies. He is aware of the gnolls who live north of the gnomes, but avoids them. He will take up arms against any forces of evil who enter the valley and threaten him or his gnomish neighbors.

Appearance: Vilheim is about 45 years old, 6 feet tall, and weighs 200 pounds. His hair is a graying brown, cut short and carelessly so that ends hang over his ears. He appears to have lived a hard life, judging from the haggard lines across his face and his weatherbeaten cheeks.

His light gray eyes can darken like a thunderstorm when he gives someone an intense gaze (usually when he suspects someone is evil or untrustworthy). On the other hand, they seem almost to pale and soften when he is being earnestly sincere.

Personality: Vilheim is a sorrowful hermit who went into self-imposed exile, to be alone with his grief, when he no longer felt Torm's presence during the Time of Troubles.

Initially, one would think that Vilheim is a bit puritanical, since he is honest to a fault, and he is extremely reverent and devout. He will try to avoid conflict, but once evil forces have made conflict inevitable, he will not rest until they are defeated or he is dead. He will be a source of inspiration to those who fear their shortcomings or mistakes. His credo is "Quit worrying about what others think and do what's right."

As unfeeling as Vilheim's personality might seem, he is not a cold slab of granite. He has a sense of humor, sometimes uses mock naivete, and occasionally gets a mischievous grin on his face when he cracks a joke (albeit a very clean one). He is like a gentle bear around children, whom he dearly loves. Vil can be flustered easily when suddenly kissed by a female or put in other embarrassing situations (such as being forced to dance, which he does with all of the grace of a cow with petrified legs). He is an exceptional cook (+3 bonus to any cooking proficiency check), which nicely complements his hunting skill.

Locales Frequented: Once he became a hermit, Vil remained in the Samek valley, although he occasionally visited the Vani gnomes.

History: A native of Chessenta, Vilhelm began his adventuring career as a paladin of Torm. But during the Time of Troubles, he felt his god disappear (when Torm died). He had lived such a life of piety and warfare prior to then that with Torm's passing, he felt free and enjoyed the freedom. As a result, he lost his status as a paladin and did not realize it when Torm was later reinstated by Ao.

Prior to meeting Martine, he had lived in the valley of the Great Glacier for three years, and it was a full year before the Vani gnomes even introduced themselves to him. Once they did, they became respected neighbors and allies.

When the ranger Martine came to the area to seal an interplanar rift, Vil offered his services when the gnomes refused to guide her to the Great Glacier. It was he who helped her and the gnomes fight the gnolls that had been enslaved by Vreesar, an evil ice elemental. And it was Vil who died fighting Vreesar when the monster thrust an exploding ball of ice into his breastplate after he had dealt it a grievous blow with his sword.

Motivations/Goals: The basic principles that motivated Vilheim when he was a paladin persist within him now (regardless of the form in which he is encountered). He is the mortal enemy of anyone or anything evil, and will do literally anything he can to further the cause of good.

Campaign Uses: Vilhelm could appear in an adventure in at least a couple of different manifestations: as a living ex-paladin who hopes to be reunited with his deity, or as an avatar sent by Torm to help the PCs along in their current quest.

An example of an "avatar" scenano: Just as things are getting hairy for the PCs or perhaps even after they have been captured, a paladin of Torm shows up, frees them, and helps them on their current adventure. Although this is a bit contrived, it can work if inexperienced players need some advice from the DM (and Vil provides the indirect mouthpiece), or if the PCs have inadvertently wandered into a situation where they are overmatched and really need a hand. Vil is an avatarlike being who has been given the honor of returning to the Prime Material plane one last time to be the paladin that he could not be during his last years. Anxious to please Torm, Vil will do his best to help the heroes.

In this instance, Vilheim has many of the powers of a 6th-level paladin (turn undead as a 4th-level cleric, *cure disease* twice a week, lay on hands once a day to heal 12 hp damage, *detect evil* automatically) in addition to the abilities given for him above. Once he reaches -10 hp, however, he disappears in a puff of white smoke, and the PCs will be on their own.

Sources: *Soldiers of Ice, The Great Glacier.*

Wulfgar

Human male 9th-level fighter (barbarian)
ARMOR CLASS: 5
MOVE: 15
HIT POINTS: 87
THAC0: 12
NO. OF ATTACKS: 3/2
ALIGNMENT: Chaotic good
STR 19, DEX 16, CON 18, INT 15, WIS 14, CHA 15

Weapons of Proficiency: war hammer (thrown and wielded); long sword; two-handed sword; bastard sword; dagger; spear.

Nonweapon Proficiencies: blacksmithing; endurance; fire-building; hunting; riding, land-based (horse); running; survival (arctic climate); weather sense.

Equipment: Wolf-skin furs (that provide protection equal to studded leather armor) and standard adventuring equipment for cold climates.

Magical Items: Aegis-fang, a *war hammer +5* forged by Bruenor Battlehammer for the young warrior. The weapon's base damage is twice that of a normal war hammer (2d4+2/2d4), with modifiers for Wulfgar's Strength and the weapon's magical bonus applied in addition to that. Wulfgar may hurl the weapon, and when he does it always reappears in his (and only his) hand whenever he wills it. The hammer was made specially for Wulfgar; anyone else wields it as a *war hammer +3,* without the double damage and returning abilities.

Combat/Tactics: Wulfgar is a consummate battler in melee combat. To begin with, he was raised in the naturally aggressive environment of the northern barbarians, who taught him to be ferocious in battle, using a style that simply consisted of pounding through any defenses a foe might present.

In addition, he was tutored by the incomparable swordsman Drizzt Do'Urden. Drizzt was tough on the young fighter, repeatedly slapping down Wulfgar with the flats of his whirling scimitars, showing the young warrior all the flaws in his offensive style. Wulfgar quickly learned his lessons, began to think about the battle he was engaged in, and started to anticipate moves and countermoves.

This training, in addition to the young warrior's natural strength, makes him a truly fearsome opponent.

Allies/Companions: BRUENOR Battlehammer; DRIZZT Do'Urden; CATTI-BRIE; REGIS. Wulfgar also could call on his original family, the Tribe of the Elk, for aid if it were necessary.

Foes/Enemies: An unassuming soul, Wulfgar has few personal enemies. The enemies of friends and allies, however, are often more than enough to keep him busy.

Appearance: Wulfgar still dresses the part of the barbarian, wearing the skins and helmet that all members of his tribe wear. Almost 7 feet tall and weighing 350 pounds, the young warrior is nevertheless quite agile.

Personality: Intelligent beyond his years, Wulfgar has learned to quell his natural ferocity. He can be domineering, but also can be rather shy when he finds himself in a situation he's not accustomed to, preferring to observe and learn rather than attract any more attention than a barbarian already does.

While his worldview has been much broadened in the last few years, he is still bound by a personal code of honor. A champion of underdogs and a loyal friend, Wulfgar has a strong sense of sympathy.

Locales Frequented: Icewind Dale; Mithral Hall. Wulfgar also visited Calimport in an effort to rescue his friend Regis.

History: Wulfgar was born the son of an important advisor to the king of the Tribe of the Elk. Although his father was loyal to the tribe, he was not a supporter of the king, and he dreamed of forging a better life for himself, his son, and his fellow tribesmen. He prepared himself for a great quest that, when he completed it, would bring him the power necessary to unseat the king, and he imparted all of his knowledge to his son. Unfortunately, the man was killed in a battle against another tribe before he could realize his dream.

In the barbarians' tribal society, it was easy for Wulfgar to be raised and trained by other warriors even though he had lost his father. He grew tall and strong, and had achieved the honor of being the king's standard-bearer by the time he was an adolescent. Many in the tribe felt that he would be their next king.

But then came the day when all the barbarian tribes united in a raid against the Ten Towns region of Icewind Dale. The town dwellers turned out in force and, thanks to assistance from the dwarves of the area, managed to repel the attack. That was when Wulfgar met Bruenor; the dwarven warrior easily incapacitated the boy, but didn't have the heart to kill him, because Bruenor saw the spark of intelligence in the young warrior's eyes—not the fierce bloodlust of his tribal brethren.

Bruenor declared that the price of Wulfgar's life would be five years of servitude. At first, the young barbarian hated this debt of honor, and he swore to strike down the arrogant dwarf as soon as those five years had elapsed.

But those years of service changed his life. In addition to picking up several practical skills and building up his body by working in the dwarven mines, Wulfgar learned a lot about other people and about himself. From Bruenor he learned the importance of patience and honor. Thanks to Catti-brie he learned to appreciate the true value of a caring woman. From Drizzt he learned stoicism and a new fighting technique. From Regis he learned . . . well, Regis probably taught him not to take himself too seriously.

After his term of service was passed, he and Drizzt went out to complete his father's quest. Together they slew the great white dragon known as Icingdeath. Wulfgar then returned to his tribe with the dragon's horns as proof of his success and challenged the king for leadership. He had learned that the king had taken up with the forces of evil, including the wizard Akar Kessell, and was planning another attack against Ten Towns.

Wulfgar succeeded in killing the king. He then laid a new road for his people, allying them with the folk of Ten Towns to defeat Kessell and the Crystal Shard.

After this war was won, Wulfgar turned over leadership of the tribe to a close friend who he knew would take good care of his people and returned to his friends—Bruenor, Drizzt, and Catti-brie, the young lady who was becoming more and more important to him.

As the group shared adventures, from the reconquest of Mithral Hall to the rescue of Regis from the city of Calimport, the pair grew closer and closer.

Alas, their future together was not to be. Not long after the reconquest of Mithral Hall, the drow came back to battle the heroes and especially the "traitor" Drizzt. In a fierce fight with a handmaiden of Lolth, Wulfgar sacrificed himself to save the lives of his friends.

Motivations/Goals: Before he died, Wulfgar's goals were to protect his friends and continue to grow closer to Catti-brie, maybe even to marry her someday.

Campaign Uses: Even though Wulfgar has been killed, he, or a character very much like him could be an interesting addition to a campaign. A barbarian who is both strong and savvy would be a valuable ally or a terribly formidable foe.

Sources: *The Crystal Shard, Streams of Silver, The Halfling's Gem, The Legacy.*

Wynter

Centaur male 7th-level fighter
ARMOR CLASS: 5
MOVE: 18
HIT POINTS: 55
THAC0: 14
NO. OF ATTACKS: 7/2
ALIGNMENT: Neutral good
STR 16, DEX 14, CON 15, INT 13, WIS 12, CHA 11

Weapons of Proficiency: long bow, flight arrow; dagger; awl pike; medium lance; quarterstaff; 1 open. Wynter is able to wield a larger, heavier staff than humans. The weighted, metal-shod staves that are his favorites do 1d12/2d8 points of damage.

Nonweapon Proficiencies: agriculture; direction sense; endurance; fire-building; running; weather sense; 2 open.

Equipment: adventuring gear for his unusual body shape (saddlebags instead of standard packs, etc.).

Magical Items: *Harper pin*.*

Combat/Tactics: A farmer by trade and a pacifist by nature, Wynter enters combat only when he is pressed. Then he strikes with his front hooves for 1d6+2 points of damage plus the normal 3/2 attack routine of fighters of his level. Thus, in the odd-numbered rounds of combat, he attacks with his hooves and his staff once. In the even-numbered rounds, he attacks twice with his staff and also with both hooves.

Allies/Companions: The druid GALVIN, his best friend; BRENNA Graycloak; and the Harpers of the eastern Realms.

Foes/Enemies: The Red Wizards of Thay and the slavers who feed their habit for fresh supplies of humans, elves, dwarves, and so on.

Appearance: More than 7 feet tall and sturdily built, Wynter's equine body resembles a glossy black-haired warhorse. His humanlike torso also has inky-black hair that is cropped short except for one braid that hangs down his back, and he sports a closely trimmed black beard streaked with gray. His bare chest is tanned, muscular, and hairless.

Personality: Wynter fights only when he is given no other choice, or when someone he cares about would be in danger if he did not act. He is no coward, but if he or his Harper companion Galvin can talk (or if Galvin can use his magic) to achieve their ends, Wynter much prefers that way of operating. In a way, his attitude reflects his awareness of his capabilities. He knows he can be deadly in combat, and so tries to avoid being forced to fight. He hates everything about the Red Wizards of Thay, including their malevolent politics, their vile magic, and their inhumane practice of taking and keeping slaves. The activity he enjoys most is traveling the wilderness with Galvin.

Locales Frequented: The wilderness of Thay or Aglarond, or wherever the Harpers send him and Galvin.

History: Wynter was born in Thay, the son of a plantation worker who treated his slaves cruelly. Disgusted by his

family's practices and the land that sponsors and encourages them, Wynter fled Thay when he was 12 years old. He joined the Harpers after meeting Galvin and getting the druid's help in catching some outlaws who had robbed him.

On the mission to Amruthar, Wynter served as a guide, using his knowledge of the area and the culture to help his friends fit in. He was instrumental in defeating the plans of the Red Wizards Maligor and Szass Tam, and he even freed a number of slaves by posing as a buyer for the plantation his family worked. (This is an excellent example of using nonviolent means to achieve a desired end. Wynter didn't kick down the slave pens and fight the slavers; that would have blown his cover and ruined the Harpers' mission.) Though his efficiency was reduced when he was indoors, his fighting skills were critical in allowing the heroes to reach their goal.

Motivations/Goals: Wynter's main concern is to keep the evils of Thay within the borders of that country. While he dislikes entering the country of his birth, he will do so for the Harpers, knowing that good (he hopes) will come of it.

Campaign Uses: Wynter is a great example of a nonhuman character playing a major role in an adventure. People who are interested in exploring this aspect of the game are encouraged to consult *The Complete Book of Humanoids.*

Sources: *Red Magic, The Code of the Harpers.*

Zaranda Star

Human female 7th-level fighter/6th-level mage)
ARMOR CLASS: 5
MOVE: 12
HIT POINTS: 60
THAC0: 14
NO. OF ATTACKS: 2 (saber) or 3/2 (other melee weapons)
ALIGNMENT: Chaotic good
STR 17, DEX 15, CON 15, INT 17, WIS 15, CHA 14

Spells (4/2/2): 1st— *affect normal fires (x2), magic missile, sleep;* 2nd— *knock, stinking cloud;* 3rd— *fireball.* Zaranda's spell book contains several other spells (four 1st-level, two 2nd-level, one 3rd-level), which can be determined randomly or selected.

Weapons of Proficiency: battle axe; dagger; light crossbow; saber (specialized, base damage as scimitar); boar spear. Note: the boar spear is a stout, heavy spear that is not usually thrown (does damage as a spear, but is –2 to hit). It is typically used to halt the charge of an enraged boar, and in such a circumstance does double damage.

Nonweapon Proficiencies: appraising; astrology; blindfighting; etiquette; herbalism; riding, land-based (horse); 7 open. Note: Zaranda's use of astrology is limited. While she has a sound knowledge of the locations of the planets and stars, she refuses to predict the future of anyone, especially herself.

Equipment: steel cuirass (equivalent to chain hauberk); dagger with jeweled hilt; leather boots; writing materials. A Calishite saddle is on her horse along with wicker-basket containers. Besides carrying extra clothing, food, etc., these baskets have hidden compartments containing Zaranda's private emergency stash of coins, choice gems, and jewelry (about 5,000 gp total value).

Magical Items: *Crackletongue,* her magical saber. It is a *saber of sharpness +5* with a basketed hilt. When it is drawn, blue flames run along its blade, and the flames crackle when it is around creatures or persons dedicated to evil. When the saber hits an evil being, it emits a snarl and showers of blue sparks, and it easily cuts through armor, muscle, and bone.

In addition to the saber, she carries half a dozen healing salves, each of which cures 1d4+1 points of damage.

Combat/Tactics: As the Queen of Tethyr and a veteran of the crusade against the Tuigan Horde, Zaranda can plan a campaign, lead troops in battle, and adjust to a fluid situation. She is a master at avoiding an enemy's strength. When leading a caravan, she picks her routes carefully to avoid those frequented by bandits and other raiders. If assaulting a castle, she prefers to infiltrate someone inside to let down the gates rather than try an all-out assault.

In melee, the Queen of Tethyr is fearsome. On horseback she flails her saber in a butterfly-loop fashion, slaying enemies to her left and right. She also uses her horse as a weapon to knock other horses off balance while she deals with rivals

foolish enough to approach her deadly blade. While her strength is uncommonly high, she recognizes that she cannot pit it against a superior enemy, and employs a series of parries that help her avoid direct blade-on-blade hits.

Combat is exhilarating to Zaranda, and she prefers melee to shooting with ranged weapons. On the other hand, she does not hesitate to unleash spells against superior numbers.

In a campaign that uses psionics, Zaranda has the ability of *project force,* a wild talent that for her is a latent ability usable once a day. She has 10 PSPs.

Allies/Companions: Golden Dawn, her horse; Vander Stillhawk; Chenowyn; and Gisbertus (all briefly described at the end of this entry).

Foes/Enemies: Tethyr is a place of intrigue, even after Zaranda has become a unifying monarch. Previously, it was torn by numerous nobles, petty lords, and factions trying to take power.

One of these factions is the Hairheads, led by Ravenak (CE hm F10). They believe that the turmoil within Zazesspur is caused by "foreign elements" (anyone who is not human), and they refuse to cut their hair until the city is purged of these elements. They typically wander around in gangs dressed in dark clothing and bear cudgels or lengths of chain.

Another faction is the Social Justice League, led by Tobiworth Hedgeblossom (CN hem T8), whose members believe that the wealthy of the city are to blame for all the troubles. Because they include nonhumans in their ranks, they often conflict with Hairheads.

The Zhentarim had quite a hidden following who engaged in child slavery prior to Zaranda and her companions defeating the fiend and deepspawn that had tried to take over Zazesspur. Before coming to Zazesspur, Zaranda led an expedition into Thay to recover several magical items. If the Red Wizards ever discover who did this, they will certainly want revenge.

Appearance: The tall (6′1″), 38-year-old Queen of Tethyr has a lithe, pantherish body contained in an athletic frame. She has dark brown hair with a white blaze in front that often stands up in a cowlick. Her face, more handsome than beautiful, is slightly marred by a long, thin nose that was once broken and reset slightly askew. She also has small scars on her right cheek. One is from her saber when it was wielded by a foe. The others are burn scars from molten lava. Zaranda has smoke-gray eyes that go nicely with her strong, white teeth and thin lips. Her smile is flashy and seems to smooth away her years.

When dressed for battle, Zaranda Star looks like a formidable battle captain, decked out in her steel cuirass, small helmet, and her saber slung over her back. If she is dismounted, the saber is worn at her side.

In social settings, she dresses in a soft, dark velvet gown that has three golden chains and a jeweled dagger around the waist. As feminine as this appears, it cannot hide her hands, which have built up calluses from wielding her saber during her many adventures.

Personality: Independent and wild are the words that best characterize Zaranda Star. She is convinced that only she can control her own destiny. This perhaps accounts for her terminating her studies as a mage (because of the strict discipline required of that profession) and taking up the profession of a warrior. She immediately found that despite its hours of boredom, the warrior's life filled her with a sense of feral fury and freedom. Her independence is also evident in her romantic life, where she generally starts and terminates any relationship.

The Queen of Tethyr is warm-hearted to her friends and relentless toward her enemies. She will not sit idly by and watch an injustice being done, and she has an knack of looking past appearances and prejudices and reckoning on the basis of deeds. It was this gift that enabled her to befriend Shield of Innocence, an orog paladin of Torm, and Chenowyn, a wastrel orphan teenager who turned out to be a ruby dragon.

Zaranda deals calmly when negotiating, realizing that giving or taking offense leads to failure, but she will not negotiate for hostages. She believes in the freedom of the individual, particularly the right of privacy, and is offended at the thought of others prying into her mind or anyone else's. Hence, spells such as *know alignment, detect lie, ESP,* and the like are taboo to her. If a person gives her his word, she will generally accept it as long as the person seems trustworthy. But if that person breaks it, practically nothing can protect him from her wrath.

Locales Frequented: Zaranda Star served in Aglarond during the Tuigan invasion. She has also been to Thay, and used the port of Urmlaspyr in Sembia as her jumping-off point. Following the Tuigan war, she purchased a rural fiefdom in Tethyr, where she keeps a fortified manor house—now her home away from home, since she is usually in the main palace in Zazesspur. She is familiar with all the towns and cities in Tethyr, and favors the small city of Ithmong.

History: Little is known of Zaranda Star's past except that she was an orphan and started her adventuring life as a wizard. Eventually, she turned to fighting as her primary occupation.

Following the crusade against the Tuigan Horde, she purchased her estate in Tethyr and was known as the Countess Morninggold. She became a merchant and took trading caravans through many parts of the Realms. On her last expedition, she was hired to go to Thay and retrieve several magical items.

Upon her return to Tethyr, she went to Zazesspur to turn over these items to her employers, but when she entered the city all of her goods were impounded by the authorities. She found the city in turmoil, and she was offered her goods back if she agreed to join a plot by Baron Faneuil Hardisty to become King of Tethyr. She refused and fled the city, taking up the life of a mercenary captain. Her venture was known as Star Company, Protective Services Extraordinaire, and its mission was to train helpless villages to protect themselves from the depredations of the bandits and robber barons that plagued Tethyr. Her exploits became too uncomfortable for Baron Hardisty, and he managed to have her captured and brought back to the city.

Just prior to her scheduled execution, Zazesspur erupted in revolt and it was discovered that much of the internal struggle within the city had been caused by the Zhentarim, who were smuggling children out in a slave trade. Some of the children never made it; they became food for a horrid fiend that had the head of an ox and the body of a scorpion. The fiend in turn served a deepspawn in a section of the Underdark beneath Zazesspur. Zaranda was freed so that she and her company could help the inhabitants of the city destroy these horrid creatures.

Against incredible odds, Zaranda and her companions defeated the fiend and the deepspawn although several of them fell in battle. During the battle, Zaranda discovered that her "apprentice" Chenowyn was a ruby dragon. After the forces of evil fell, the citizens of Zazesspur proclaimed Zaranda queen, and she reluctantly assumed the throne.

Motivations/Goals: Prior to becoming Queen of Tethyr, Zaranda's main goal was to finish paying for her fief and becoming totally self-sufficient. Now Zaranda wants to make all her people self-sufficient so that they are never again vulnerable to the forces of evil.

Campaign Uses: Beginning characters could fill the roles of low-level employees of Zaranda prior to her assuming the throne. A whole host of adventures that involve defeating outlaws and monsters who prey on innocent villagers could easily be put together. A role-playing challenge could have the PCs training the villagers and leading them in defending against a bandit attack.

Even after the people proclaim Zaranda as their Queen, the Social Justice League and the Hairheads may still be stirring up trouble in Zazesspur or the outlying areas of Tethyr, and she would need worthy heroes to help her stop their machinations.

Source: *War in Tethyr.*

Golden Dawn: "Goldie" is a talking, intelligent medium war horse. She is not a familiar, but a true companion who never fails to cause jaws to drop when she starts talking. Goldie's comments are usually sarcastic and exasperating. In battle, she shouts warnings to Zaranda and fights very intelligently. When relaxing, she enjoys rolling dice with the stable grooms. One day the grooms may catch on that she cheats, but who would suspect a horse of using (let alone possessing) loaded dice?

Vander Stillhawk (NG em R9): Vander is a wood elf archer. When he was a child, an orc raiding party cut out his tongue, and thus he can only communicate in sign language. He is armed with a *long bow +1,* a clip-bladed hunting knife, and a long sword. Vander is proficient with any type of bow, and has an innate magical ability: He can run his lips along the shaft of a damaged arrow and repair it. Stillhawk despises being in cities more than anywhere else. This loyal ranger was killed in the battle against the evil creatures that were trying to take over Zazesspur, but the orog paladin Shield of Innocence made a dying last prayer to Torm to restore the brave elf. Torm heard Shield's request and granted it.

Chenowyn (N ruby dragon): Chenowyn appears to be a red-haired, amber-eyed young teenage girl. She is really a ruby dragon who can stay in human form indefinitely. When she was a babe, her mother (an amethyst dragon) left her at an orphanage. For years, Chenowyn did not even realize that she was a dragon, and she (as well as many others) thought she was cursed. Whenever she became angry, she would burst out with magical spells without material, verbal, or somatic components. Finally, Zaranda found her in Zazesspur and took her in as an apprentice. To this day, the queen treats her like an adopted daughter.

Chenowyn's innate spells include *shocking grasp, summon swarm,* and *produce flame.* She also knows *magic missile,* but since it was learned from Zaranda, she must use proper components when casting it. Her breath weapon is a powdery red blast of caustic aluminum oxide. This eats away armor, the toughest of hides, and flesh. Except for her spells and the nature of her breath weapon, Chenowyn has the characteristics of an amethyst dragon of age category 3.

Gisbertus: This enormous bugbear is Zaranda's chamberlain and chief steward. He frets over the other servants and often does the cooking himself, since he is an expert at it. Instead of the growling, snarling, slurred words that one would expect of a bugbear, Gisbertus's speech is not only articulate, but grammatically precise.

The Chosen of Mystra

Although every character described in this book is special for at least one reason, nine of these individuals are truly in a class by themselves. They are of mortal origin, but at the same time essentially immortal. They are magic-workers of supreme skill, but they also have innate powers and abilities that may well go beyond even what they believe themselves to be capable of. They are the Chosen of Mystra.

History

The reason why Mystra, the Goddess of Magic, invested a portion of her divine might in mortals is not known. One of the more popular theories, and one that is gaining more support in light of the goddess's other actions during that period, is that Mystra foresaw the Time of Troubles (and her own passing at the hands of Helm) and chose to give some of her power to mortals in order to ensure that her successor (the female mage Midnight, as it turned out) would have a number of nearly immortal allies in the struggle against the schemes of the gods (the dead gods Bane, Myrkul, and Bhaal) who precipitated the Time of Troubles by stealing the Tablets of Fate.

The theory goes on to suggest that Mystra informed Azuth at approximately the Year of the Rising Flame (0 DR)—more than 1,300 years before the Time of Troubles—that some of her power must be put into the hands of mortals who would then become known as Mystra's Chosen. This power would sleep within the bodies of those mortals, allowing Mystra to call on it only with their permission. It would give the Chosen the innate ability to heal quickly, and would give them life spans far greater than those of ordinary mortals. Mystra speculated that these mortals might be able to call on her power and thereby gain some special abilities, but that these powers would not rival those of a deity. (See "Powers" below.)

The Goddess of All Magic then began to select mortals she thought to be suitable. One of the first was the young mage Elminster, and she also singled out a promising wizard named Khelben Arunsun. Both of them have proved to be worthy and capable receptacles of her power. But Mystra's other early attempts to invest her power in living humans were unsuccessful, and she came to realize that only very few mortals were of stern enough substance to contain such power within them without being destroyed or corrupted. Even though some people aside from Elminster and Khelben may have possessed the requisite strength, it is possible that having lived for years prior to being visited by Mystra had set them on a path from which they were not able to deviate. Whatever the reason, the problem needed to be solved. To get around the difficulty, Mystra devised a plan to use herself as a vessel to breed individuals who could be nurtured and acclimated to her power from the very beginnings of their lives.

For the father of these individuals, she picked the best example of human stock she could find: Dornal Silverhand, a nobleman and a former Harper who lived near Neverwinter. Mystra then possessed the body of Elué Shundar, a half-elven sorceress whom Dornal was already attracted to. Mystra revealed her presence and her plan to Elué, who happily and eagerly agreed to have the goddess keep sharing her body. Elué had been reluctant, but under the influence of Mystra the woman became a seductress, and Dornal found his advances being suddenly returned with great fervor.

Dornal and Mystra/Elué were wed in the Year of Drifting Stars (760 DR). The first of seven daughters, Anastra Syluné, was born the following winter. Syluné's six sisters emerged at one-year intervals thereafter: Endué Alustriel, Ambara Dove, Ethena Astorma (she prefers the shortened "Storm" these days), Anamanué Laeral, Alassra Shentrantra (known today as the Simbul), and Erésseae Qilué. These siblings have become known in Realmsian lore as the Seven Sisters.

Dornal, who had been kept in the dark about his wife's true nature through the years (presumably because Mystra didn't want to risk losing his services), was disappointed and nearly distraught by the time his sixth child was born. He had always wanted sons as well as daughters—and more important, he was seeing his wife deteriorate right before his eyes. The strain of coexisting with the goddess all these years had turned Elué into a withered shell—in essence a lich, clinging to life only because Mystra's power was within her.

When Elué was carrying the seventh child, Dornal consulted a priest who told him his wife had been possessed by an entity of great magical power. To spare both of them any further agony, he attempted to slay his wife's physical form by severing her head from her body.

As soon as he had done this, Mystra was forced to reveal herself to him, and she went on to explain her scheme. Just as she had worried would happen, Dornal was aghast at how he and his wife had been used by the goddess. He turned his back on the corpse of his wife, abandoned his lands and his children, and vanished into the North. Mystra bore him no ill will, and in fact protected him for the final 30 years of his life. When Dornal finally did meet his end, he called out to Mystra—and the goddess, in her gratitude, granted him continued existence as her servant. Now known as the Watcher, Dornal Silverhand travels the world unseen by mortals on a continuing mission to locate candidates to swell the ranks of the Chosen and to identify possible threats to Mystra and her minions.

For details on the unusual circumstances of Qilué's birth and information on the early lives of the Seven Sisters, see the entries in this book for each individual.

Powers

Citizens of the Realms who know of the existence of Mystra's Chosen usually also know that these individuals have com-

mand of powerful magic and that they are extremely old, suggesting that they cannot die of causes due to aging. Beyond these simple and easily deduced facts, speculation replaces verified knowledge except in cases when an ordinary individual has witnessed one of the Chosen exhibiting a certain power or ability. Given in the following text are all the powers invested in each of the Chosen. Special and specific abilities of each one are discussed in that individual's entry in this book.

Latent Powers

Each of Mystra's Chosen has a Constitution score of 25 and enjoys all the associated benefits, including automatic system shock and resurrection survival as well as the regeneration of 1 hit point per turn. The regeneration ability applies even to lost limbs and organs, which can be regrown over time. (In the statistical listing for each of the Chosen of Mystra, the character's original, unaltered Constitution score is given in parentheses.) The Chosen are immune to all disease and other afflictions as if they were constantly under the effects of an *elixir of health;* dying from natural causes is an impossibility. They never need to sleep and can survive without food or drink for up to seven days at a time (as though benefiting from a *vitality* potion).

The Chosen are immune to the wizard spell *disintegrate* and all similar magic. They receive a +5 bonus to all saving throws vs. spell and a +3 bonus to saving throws vs. the breath weapons of dragons. They can *detect magic* at will, out to a range of 90 feet or the individual's line of sight, whichever is greater.

All Chosen are aware whenever their own names (including nicknames, titles, etc.) are spoken by someone anywhere on Toril, and can also hear the next nine words uttered by the same speaker. The Seven Sisters also can hear the Rune of the Seven, a short rhyming tune that goes as follows: *Seven bright stars in the sky I see. / Seven for those who watch over me. / Seven be the smiles they send. / Seven be the troubles swift they mend.* This saying is spoken and sung all across Toril, often by those who do not know the Seven Sisters are actual, living beings and by many who've never heard a word about them. (The ability to hear these words is always in effect unless it is disengaged, which is often the case when one's need to concentrate outweighs the desire to eavesdrop.)

Each of the Chosen can invoke various forms of protection upon his or her person, including that equivalent to a *ring of warmth,* a *ring of mind shielding,* a *water breathing potion,* or a *protection from gas* scroll. These protections can be called upon at will, but only one of the effects can operate in any round.

Each individual is entitled to select (and all of them have selected) one specific wizard spell from each spell level to which he or she is immune. This immunity extends to a priest version of the spell as well, if such exists (the reversed form of *remove curse,* for example). Specific immunities for each individual are given in that character's entry.

Manifested Powers

All of the following powers require an act of will to be used. An individual may either use one of these powers or cast a spell normally in a round—but not both.

Once every 7 turns, a Chosen can unleash from within his or her body a beam of magical whitish flame known as *silver fire* (which is also used as a general name for the overall power invested in each of her Chosen by the goddess). This beam is 5 feet wide and can be made to extend as far as 70 feet if desired. No magical or physical barrier has been discovered that can stand up against it, and the beam inflicts 4d12 points of damage (no saving throw allowed) on all beings struck by it. Any nonliving object touched by the beam must make a saving throw vs. magical fire to avoid being destroyed.

An individual also can choose to expel the *silver fire* in the shape of a cloud that fills a cone-shaped area 5 feet in diameter at its base, up to 70 feet long, and up to 70 feet across at its widest. This "silver cloud" causes no damage, but banishes dead magic areas forever, instantly restoring such an area's connection with the Goddess of All Magic. This use of the *silver fire* is extremely rare, since Mystra considers it an emergency action only.

The *silver fire* also can be activated within the body of a Chosen to purge all external magical and psionic compulsions from that person. And, once per day, an individual can *teleport without error* to the last location where he or she used the *silver fire* in any of its forms.

Mystra grants each of her Chosen the ability to permanently know one spell of each spell level the individual is able to use. They can cast these spells without components, by a silent act of will alone, and these spells return without study to the individual's memory 24 hours after the last time each was cast. These bonus spells do not count against the number of spells that a Chosen can use per day as dictated by the character's experience level. Each individual's particular bonus spells are given in that character's entry.

The Chosen may possess further abilities that are unknown at this time. As the beloved of the Goddess Mystra, these individuals are never to be underestimated.

Campaign Uses

Obviously, all of Mystra's Chosen are very powerful individuals, and care must be taken anytime such a potent character appears in a game campaign. Large-scale magical battles will certainly attract the attention of any Chosen in the area, as will any potential cataclysm facing the Realms. Such events, even in the Realms, should occur only rarely. Much more realistic (and less damaging to a campaign's balance) is encountering one of the Chosen in the course of his or her normal, everyday life. Such a meeting may be extremely important and exciting to PCs, but only routine for one of the Chosen.

Magical Items and Effects

Many of the characters in this book owe their success—and in some cases their continued survival—to enchanted objects or abilities that they have earned, or come into possession of, or even manufactured for themselves. Following are descriptions of twenty special items and effects that are owned, possessed, or able to be used by certain characters.

Alustriel's Sword Pendant

When this small silver ornament is worn next to the skin, it confers the automatic, continuous protection of an *ironguard* spell (see page 149) upon its wearer.

The wearer also can call on three other powers of the *pendant* by touching it to a target item:

It removes any acid, poison, rust, or other harmful substance from any metal item. Damage previously done to the metal is not restored or reversed, however.

It can convert any metal object no larger in mass than a suit of plate armor into a hollow globe with a magnetic, airtight and watertight seal. The globe can be as small as the *pendant*-wearer's smallest fingernail or as large as his or her head. It is typically used to carry valuable liquids, but can hold anything small enough to be contained within it. Flaming items are extinguished when placed inside the globe, and corrosive liquids cannot affect it. The globe can exist for up to two days, after which it disintegrates, spilling its contents. If the *pendant*-wearer wills the globe to revert to its original form before two days have elapsed, the item's original form is undamaged.

The *pendant* transforms any nonmagical metal-bladed weapon into another type of metal-bladed weapon, with the limitation that the new weapon cannot be less than half nor more than double the original weapon's volume or length. For example, a long sword could be transformed into a two-handed sword and a spear could become a heavy lance, but a knife could not be changed into a weapon any larger than a short sword. Any such transformation lasts for up to one day. A weapon can be repeatedly transformed, but it must revert to its original form for at least one round between transformations.

The sword pendant also has one special power that can be used once every four days. The wearer can, at will, transform one of his or her forearms into the long, thin shape and sharp edges of a long sword. The limb does not become metal, but is protected from impact damage that would otherwise result from parrying an opponent's blade, striking an opponent's shield, and so on. The limb gains the resilience and flexibility of the best normal blades, and can be used to slice rope, parchment, hair, and other materials as if it were razor-sharp steel. A swordarm inflicts 1d8 points of damage to size S or M targets, and 1d12 points to size L foes. The effect lasts for as long as 4 turns, or can be ended earlier if the pendant-wearer wills it.

Cloth of Many Pockets

This magical item is a 5-inch-square bundle of shimmering indigo cloth that can be unfolded many times until it is quilt-sized. It contains 100 pockets, each of which acts as an extradimensional storage space that will contain any object or being as large as a medium war horse. All the possessor has to do is think of the item that he or she wants and pull it out. Traveling companions can be reduced and placed in the pockets, but they generally are not fond of the darkness. A living creature can survive in a "pocket" for up to two days before air runs out.

The Cyrinishad

This artifact is a tome one foot square, bound in raven-black leather embossed with a pattern of small, grinning skulls and dark sunbursts against a twisted and warped background.

The *Cyrinishad* is the result of an attempt by Cyric to dominate the Realms and conquer the other godly powers. This tome can cause a reader to become a fanatical worshiper of Cyric. Since the gods of the Realms depend on worshipers for their strength, Cyric hoped to use the book to convert everyone (gods included) to his worship.

After hundreds of failed drafts, a successful version was created by Rinda of Zhentil Keep. It was to be read aloud to all of the keep's inhabitants, but a plot by Oghma, Mask, Mystra, and Rinda led to the *True Life of Cyric* being read instead.

The *Cyrinishad* has the following powers: Any reader (this includes gods as well as mortals; all sentient beings may be susceptible) becomes a fanatical follower of Cyric if the reader fails a saving throw vs. spell with a -4 penalty. A successful save means that the reader is able to stop reading before the book's magic warps his mind and soul, although the reader is *feeble-minded* until a *heal* or *wish* spell is cast on him. Any who fail the saving throw believe this book's rendering of events past and future: Cyric was always destined to become a god, the book proclaims, just as he is destined to one day soon be the one and only deific power worshiped in the Realms. The alignment of a reader who is corrupted by the book instantly changes to chaotic evil, a cleric immediately becomes a priest of Cyric, and all converts work thereafter to spread the "good word" of Cyric.

Any person who hears the words of the *Cyrinishad* being read aloud also must make a save vs. spell, though with no penalty. Failure means they too are converted as above.

Once a being is converted by the *Cyrinishad,* only a *wish* spell can negate the book's effects. In fact, the *wish* only allows another saving throw. Divine beings may shed the book's influence, but only at the cost of one "level" of divinity status. Mask, a lesser power, for example, is squarely in the power of the book

in his last appearance in Prince of Lies. If he wanted to be rid of the *Cyrinishad's* effects, he could do so, but he would be reduced to demipower status as a result.

Any who are fortunate enough to overcome the vile tome's influence once are not immune to a subsequent reading.

Dove's Harp

This item can take the form of either a hand harp (what we'd call an Irish or Celtic harp) or a 3-inch-high moonstone pendant in the shape of a harp. When Dove (and only Dove) touches it, the *harp* can transform from one form to the other. This takes one round, and all of the *harp's* functions cease during that time.

Dove can activate the *harp* either by playing it (in harp form) or by touching the pendant form. Once she has been playing the *harp* for one full round, the *harp* continues to play until Dove touches it again or she wills it to stop. A *dispel magic* also will end the *harp's* tune. Whenever the *harp* is aiding a being, both the *harp* and its player are wreathed in a white *faerie fire.*

The *harp's* music has the following magical powers that affect all beings within 20 feet: The music lightens grief, depression, anxiety, and anger, and temporarily suspends insanity. It instantly and permanently frees beings of despair, discord, fear, hopelessness, rage, and terror (as in *symbols* of), even if the effect was caused by an artifact or entity of great power.

The *harp's* melodies also *cure light wounds* when played for 2 full rounds. All beings within range are affected. This power works once every 9 days.

In the hands of one of the Seven Sisters, a *harp* can enact a *legend lore,* emitting messages or "visions" that all beings within range can perceive. This power can be used once every 2 turns, and the *harp* must be played for 4 full rounds to enact it.

When Dove herself plays the *harp* for 3 full rounds and wills it, a *stone tell* effect or a *forcecage* (with a range of 70 yards and a duration of 6 turns) occurs. Others can attempt the use of these powers, but must play the *harp* for a full turn first, after which the harp-player has only a 10% chance of success per point of Wisdom, Dexterity, and Intelligence over 16. If any such attempt is successful, that being can thereafter call on that power once per day from that *harp.*

Druid Staff

Robyn's special *druid staff* is also known as the *Staff of the White Well.* It is a shaft of oak about 5 feet long.

A druid stuff can be used to *summon animals* of the type carved into the staff. At a cost of two charges, the staff sends out a call that all appropriate animals within a 6-mile radius will answer as quickly as possible. Once they reach the site of the *staff's* wielder, they act as if under an *animal summoning* spell. Robyn's staff is unusual in that it can *summon animals* of any species the wielder desires.

The *staff* also can be used to cast an *animal summoning* effect on any animal within sight of the *staff's* wielder (while the wielder touches the *staff,* of course) for a cost of one charge.

The *staff* also functions as the "python" version of a *staff of the serpent.* This includes the destruction of the *staff* if the snake is killed. Using the *staff* as a snake costs one charge.

At a cost of two charges, the *staff's* wielder can call forth one of the following spells per round: *call lightning, cure disease, cure serious wounds, dispel magic, plant growth, speak with plants.*

Once per month, at no cost in charges, the staff can perform one of the following "greater" abilities: *conjure earth elemental, conjure fire elemental, insect plague, trunsmute rock to mud, wall of fire, wall of thorns.*

After using one of the above greater powers, the *staff* only regains any greater powers after being recharged in a Moonwell beneath a full moon.

Elminster's Eversmoking Pipe

A meerschaum pipe carved of darkly lustrous felsul root, this is a magical item originally designed by Elminster himself. It is activated (lit) by touching it and speaking a certain command word unique to each such item, and deactivated (extinguished) in similar fashion with a second word. The *pipe* is smoked in normal fashion, but its smoke is a thick greenish gray, terribly foul-smelling, and is laced with twinkling sparks. The smoke keeps all normal insects (even those magically summoned or directed) outside of a 10-foot radius from the *pipe.*

If the smoker exhales forcefully through the *pipe* while deactivating it, the *pipe* goes out but emits a single spinning ball of flame. Like a *Melf's minute meteor,* the fiery ball is under the control of the smoker, who can direct it at a target up to 90 feet distant by pointing (no verbal command required). Anything flammable struck by the ball must save vs. magical fire or ignite. Beings struck by the ball suffer 1d4+1 points of damage with no saving throw.

The *pipe* also can produce one of the three effects of a *pyrotechnics* spell, once every 3 rounds.

By uttering a single secret word, Elminster can cause the *pipe* to appear at his current location in 1d3 rounds.

Elminster also can form the pipe's smoke into crude (nonmagical) images, symbols, or directional arrows. These images take 1d4+1 rounds to form and last for an additional 1d4+1 rounds thereafter.

Elminster's personal *pipe* has three more powers. When the *pipe* (or *pipes,* more accurately; Elminster has several stashed in caches across the Realms) is lit and held in the lips, the smoker (only) gets the benefit of *protection from normal missiles,* and all *magic missiles* cast at the smoker reflect back upon their source, inflicting their normal damage. When immersed in water, the *pipe* instantly evokes an *airy water* effect with a 12-turn duration. If the *pipe* goes out underwater (even within the *airy water),* it cannot be relit while underwater. By silent force of

will, the smoker can *dimension door* up to 700 yards distant, moving up to 500 lbs. of nonliving matter and 250 lbs. of living matter in contact with him. This last effect effect can be called upon once per round to a maximum of nine times per day.

The *pipe* is impervious to most forms of physical attack, whether mundane or magical in nature. Magical fire can harm it, but the *pipe* is allowed a saving throw (as "wood, thin") with a +3 bonus because it has fire-related powers of its own. If the save is failed, the *pipe* is destroyed. If it succeeds, the *pipe* merely goes out and must be reactivated. Also, a *dispel magic* extinguishes the *pipe,* but does not affect it in any permanent way.

More details on *eversmoking pipes* can be found on pages 46–48 of *The Code of the Harpers.*

Hammer of Tyr

This artifact looks like an ordinary steel war hammer except that it glows with a vibrant blue color. As a holy artifact, it can blaze forth with the light of day, instantly crumbling undead of 5 HD or less into powder and turning all other forms of undead within 100 feet. Magic cast at it or its wielder is absorbed into the artifact with no effect. It can be used to cast a *heal* spell on as many as two persons per day, and it can be used as a +5 weapon. Once a day, it can emit a powerful *sunray* spell that destroys all undead or magically created creatures within a 300-foot radius. The *hammer's* wielder (which Tyr himself chooses) can throw the *hammer* and then recall it to his hand. Finally, it can be thrown into a pool of darkness and thereby permanently destroy the pool. This latter power causes the *hammer* to become dormant for 24 hours and enables any evil power to hide the *hammer* without harm. If the *hammer* is active, however, no evil creature can stand to touch it, as it causes 2d4+3 points of permanent damage per round.

Harper Pin

Examples of this finely crafted and expertly enchanted silver pin are in the possession of several senior Harpers including (from this book) Arilyn, Brenna, Caledan, Danilo, Galvin, Lander, Mari, Olive, and Wynter. It might be safely assumed that Master Harpers such as Alustriel, Dove, Elminster, Khelben, Laeral, and Storm also own pins or could easily and quickly obtain them.

A *pin* is not attuned to its wearer and thus can be worn by anyone. However, some *pins* (including those possessed by Galvin, Mari, Olive, and Wynter, among others) are specially enspelled so that they turn black within one round after coming into the possession of an evil-aligned character or creature and then begin to emit a loud and constant jangling sound, as if noise was coming from a harp being played poorly and roughly. The discordant sound stops when the pin is discarded by the evil owner, and the bright silver color returns to it one round later.

The wearer of a *Harper pin* gains a +5 bonus to saving throws vs. all enchantment/charm spells and psionic powers of a similar nature. The *pin* also confers upon the wearer complete immunity to all detection, mind-, and alignment-reading magic and similar psionic powers. The *pin* itself is likewise not detectable, but other specific items carried by the wearer can still be affected by detection magic. (For example, *locate object* would serve to identify the whereabouts of a particular item carried by the wearer, but would not reveal the identity of the wearer.) Additionally, the wearer is protected from *magic missile* and any magical attacks involving electricity.

The pin itself is AC –2, has 9 hit points, and suffers no damage from magical attacks of any sort. It gains a +5 bonus to all item saving throws.

Lord's Effects

One of the significant fringe benefits of being a Lord of Waterdeep is the opportunity to possess and use a set of magical items known collectively as the *Lords' Effects.* Danilo Thann has one of each of these items, and presumably so do all the other Lords including Piergeiron (although he doesn't use all of them). They include:

Lord's Amulet: Worn under one's shirt, this light gold medallion on a silver chain acts as an *amulet of proof against detection and location,* and allows a Lord to enter certain areas of Waterdeep and activate invisible gates.

Lord's Helm: The Lords of Waterdeep (except for the one "known" Lord, Piergeiron) wear these magical, veiled black helms on public occasions. The veil totally obscures the facial features of the wearer, and the helm magically disguises his or her voice. It also protects the wearer's thoughts from divination spells, *ESP,* and *detect lie.*

Lord's Rings: Each Lord possesses a *ring of poison resistance* (100% immunity to poisons), a *ring of teleportation* (usable once a day to travel to a preset location) and a *ring of sending* (turning the gem on the ring sends a magical message to Khelben Blackstaff and Lord Piergeiron).

Lord's Robes: These are black robes that magically disguise the shape, height, weight, and gender of the wearer. The Lords wear these (and their *Helms)* on public occasions, so that each of them appears to be 6 feet tall and identical in build.

Moonblade

One of these powerful elven swords is in the possession of Arilyn. A few others do exist, but they are very hard to come by and even more difficult to use—because each blade is unique and can be used only by the being whom the sword chooses to be its bearer. A blade is typically handed down from parent to child within an elven family, but the sword itself always determines which heir it will belong to—and if there is no one worthy, it remains dormant and its powers cannot be tapped. If the weapon is active, no one may wield it unsheathed except its true owner; anyone else who attempts to do so is hit with an 8d6 *lightning bolt* each round. If a blade is separated

from its true owner, he will die in a matter of days. Each new owner of a *moonblade* is entitled to inscribe a rune on the blade that gives the weapon a new power or characteristic. Arilyn's *moonblade* has nine runes, signifying these powers:

1. The wielder strikes first in any round, except against a *scimitar of speed,* a *sword of quickness,* or a *hasted* opponent.

2. The sword gives off a faint blue glow to warn of impending danger to its wielder.

3. It silently warns its wielder when danger is actually present by sending a tingling sensation through its hilt (only the wielder can sense this effect).

4. It can send either type of warning to its owner, even when that person is asleep, by means of a dream.

5. The owner is immune to all forms of flame, blast, and heat effects as long as he is within 60 feet of the blade.

6. When the owner is grasping it, he can will the blade to work a *change self* spell on itself and its bearer. The sword takes on the appearance of an ordinary metal, edged weapon of any desired size and type, and the bearer and his other carried possessions can be likewise disguised.

7. Upon demand, the bearer can cause the blade to emit an elfshadow, an enchanted being that kills by poison or weapons. Such a creature is similar to an undead shadow (AC 7, MV 12, HD 3+3, THAC0 17, Dmg 1d4+1; SD +1 or better weapon to hit, cannot be charmed or otherwise controlled by anyone other than the owner of the *moonblade),* except that it is elven in appearance, and it is not actually undead or connected to the Negative Material Plane. It is intelligent (12), neutrally aligned, and utterly silent when it moves. (Arilyn prefers not to call upon this power of the blade, because it reminds her of the days when she was suspected of killing Harpers.)

8. The blade can be used to open, close, or relocate an elfgate, which is a permanent two-way *teleport* portal between Faerûn and Evermeet.

9. The characteristic added to the blade by Arilyn was a relaxing of the one-wielder restriction so that Danilo Thann is also able to use the weapon.

In addition to these powers, Arilyn's *moonblade* functions as a *long sword* +2.

Moonwell

A Moonwell is a unique type of sacred grove found only in the Moonshae Isles. (Sacred groves are described in detail in *Warriors and Priests of the Realms.)* Briefly, the powers of a sacred grove are as follows:

Standard powers: (1) Priests of a deity venerated in the grove may *call lightning* while in the grove. (2) *Charm* magic of any sort does not function in the grove, and any existing *charm* on a creature is broken when it enters the grove. (3) *Dig* and *entangle* spells do not function in a grove. (4) Creatures within a grove are not affected by magical *fear,* and magical fire is likewise unable to be ignited or brought into a grove. (5) All devoted worshipers of the deity, as well as any other creatures of compatible alignment or those who are working on a cause favorable to the deity, benefit from a natural *pass without trace* spell while they are in the grove.

Minor powers: (1) Priests of a deity venerated in the grove who sleep there may receive a sign or message from the deity in their dreams. (2) Water or dew gathered from the glade at the heart of the grove acts as a potion of *sweet water.* (3) Creatures of alignments or causes allied to that of the grove's deity can heal wounds naturally at double the normal rate, and all healing spells cast on such creatures within the grove have the maximum possible effect. (4) All divination spells cast in the grove by creatures allied to the deity operate at maximum possible chances of success, duration, or efficiency. (5) A priest of a deity venerated in the grove, by continuously concentrating, can cause winds and any associated noises to fall still within the grove for one turn. (6) A worshiper of a grove's deity can cause *faerie fire* to form within the grove, centered on the individual; this phenomenon takes one round to bring into existence, can be maintained for one turn per level of the individual, and can be called upon once per day. (7) A worshiper can cause any stones native to the grove to speak, as per a *stone tell* spell, answering one question per round for up to 3 rounds; this function is usable once per day. (8) A *protection from normal missiles* spell cast within the grove affects the entire grove and everything within it, and lasts for double the normal duration. (9) A worshiper can *control temperature* within the grove, altering it by as much as 30 degrees. (10) A lycanthrope who enters a grove reverts to his nonanimal form after 2 rounds; true lycanthropes revert to their animal form after one turn, but those infected by lycanthropy remain in their natural form for as long as they remain within the grove.

Major powers: (1) A priest who worships the deity of the grove can cast all spells of the sphere of Plant with double duration and range within the grove. (2) The caster of a *tree* spell within the grove can choose to use the spell to vanish beneath the earth, much the same as the way the wizard spell *imprisonment* works, except that the priest may release himself whenever he desires. (3) A priest who sleeps in his deity's grove may receive an extra spell if he has been serving the god well and faithfully. (4) A deity of the grove may bring into being phantom images known as shades, which cannot attack or be attacked but can pass on messages to visitors in the grove, and can be questioned by a priest of the deity as though a *speak with dead* spell had been cast. (5) Undead that enter the grove immediately fall under the control of a deity revered in the grove, who can destroy them or force them to perform a service within the grove. (6) A worshiper may be able to use *monster summoning* magic without casting a spell of that sort, providing that certain special conditions are met. (7) A magical item that uses charges may be given an additional 1d4 charges by the will of the deity if the item is left overnight in the grove. (8) An item of undetermined nature that is left overnight in the grove may be able to be identified thereafter by a priest of the grove's deity. (9) A priest of the deity venerated in the grove can *dimension*

door anywhere within the grove once every 7 turns. (10) A priest of the grove's deity may *know alignment* of other creatures, provided both the priest and the target are within the grove.

A Moonwell has all the powers described above, and can be referred to as a "Great Grove." Such a Great Grove will survive the destruction of the forest surrounding it if the Moonwell remains clear and clean, since the grove derives its special powers from the Moonwell itself. All 10 major powers will be in effect unless the grove has been despoiled or otherwise harmed in the last year. If harm has been done in the last 12 months, 1-3 of the grove's major powers will have been lost.

A Moonwell is a pool of clear, clean water that is usually rather large and appears to be spring-fed. Around the Moonwell, in the midst of most Great Groves, is a large, circular glade that is itself encircled by standing stones. These standing stones (similar in appearance to those at Stonehenge) stand in upright pairs, with each pair supporting a crossbar or "lintel stone." These assemblies are held together by mortise, tenon joints (stony knobs on the vertical stones that fit into chiseled depressions on the lintel stone), and the sheer weight of the stones themselves.

These stones are all of great age and are rumored to have special powers. Moonshae legends speak of the stones themselves moving to fight for a druid within the grove, like huge galeb duhrs (see the MONSTROUS MANUAL tome). These legends may be true, for the stones also are reputed to answer *stone tell* inquiries as if they were sentient. More than one northman raider of the past has been found at dawn, seemingly crushed by some immense weight, although no evidence (tracks, bloodstains, etc.) could ever be found on or near the stones. Further, the stones always refused to address the matter when asked via *stone tell.*

Outside the ring of standing stones is a circle of trees, usually ancient oaks of tremendous girth. Their branches entwine so thickly and rise so high into the sky that they block out most light, except for a small central glade. (All plants in a Great Grove retain their leaves and continue to grow year round.)

The standing stones of a Moonwell are arranged in a circle. Grassy avenues aligned to the solstices' sunrise and sunset enter the grove through the stone arches. Other entrances and exits exist as twisting paths between the trees; these are most commonly used by the wild inhabitants of the groves and their protectors, the druids.

The druids in the Moonshaes forbid the cutting of any trees from within the grove, nor may any plant life be pruned or tended by any other than a druid. No animal within a Great Grove may be harmed. It is also forbidden to fish in a Moonwell or to disturb the waters in any way—even skipping a stone across its surface. Only druids may normally touch the water of the Moonwell, and it is considered quite rude and presumptuous to invoke any major power of the grove without the permission or assistance of a druid.

Great Groves are always tended (and guarded) by at least two druids, each of 7th level or higher. These druids (and the Moonwell itself) are entrusted to the stewardship of a druid of not less than 12th level. Such a "Steward of the Grove" or "Watcher Over the Grove" will be present 70% of the time. When one is present, he will always be attended by the lower-level druids of the grove.

Following are the special powers of Moonwells, powers above and beyond those of minor and major groves. Other types of Great Groves (to be determined by the DM) may possess different or additional powers.

Direct moonlight or spellcasting may temporarily give the clear waters of a Moonwell a milky hue, and a Moonwell also gives off a pearly white radiance from time to time. This phenomenon is especially visible at night and when druidic magic is at work within the Great Grove.

A druid can recharge a magical item by dipping it in the waters of the Moonwell under the light of a full moon and casting a *shillelagh* spell upon the item. This instantly restores 1d6 charges to the item and imparts a temporary (1d4+1 rounds) moonlike glow to the item. A given item can be recharged this way only once per lunar cycle (one month). A particular druid can recharge only one item per lunar cycle as well, regardless of how many he may possess.

A druid who casts a *reflecting pool* spell on a Moonwell finds that the spell's duration is 1 turn/level and the chance of success for all detection spells is 25%, not 5%. All other aspects of the spell are normal.

A druid can, at will, confer *spell immunity* upon a single being who is in contact with a Moonwell. No spell need be cast, and the druid need not have personally experienced the spell to which the recipient will now be immune. This effect lasts for 8 hours, but no other power of the Moonwell may be called upon during this time. (The recipient of this effect may voluntarily end it prior to the full 8 hours.)

A handful of Moonwell water will, when used within 6 turns, act as a *neutralize poison* spell on any one being who drinks the water. The being must make a saving throw vs. poison; if it succeeds, the water worked. If the saving throw fails, the water has no effect. (This does allow a character who fails his first saving throw vs. poison another chance to save.) Only one attempt (one handful) per poisoned character is allowed.

With the same time limit as above, water from a Moonwell also may act as a *cure disease* spell. The being must make a saving throw vs. spell; if the saving throw is successful, the water takes effect. If not, the water has no effect whatsoever. Note that the water taken from a Moonwell can have either of the effects just listed, but not both. If a diseased and poisoned individual enters a Great Grove seeking help, two handfuls of water must be procured from the attending druids. Also, only one attempt per diseased character is allowed.

A handful of water drunk straight from the Moonwell acts as a *healing* potion, restoring to the drinker 2d4+2 hit points. This effect only functions once per day per character. (If the drinker has acted in ways that upset the Balance of the natural world in the last 24 hours, that creature instead suffers 1d8 points of

damage. Actions that upset the Balance include slaying wildlife without putting the meat and hide to good use, attacking peaceful beings, and cutting living trees for any reason.)

All metal that comes into contact with the waters of a Moonwell instantly corrodes. Coins are unreadable (and useless as currency) in 1d4+1 rounds; shields, armor, and weapons lose half their strength in 2 rounds and crumble into nothingness in 3d4 rounds. Magical versions of these items are allowed saving throws vs. acid (applying any pluses the item has as a bonus to the attempt). Corrosion ceases the moment the item is removed from the Moonwell, and any water removed from the Moonwell loses its corrosive properties instantly. Metallic weapons are unharmed if a *shillelagh* spell is cast on them while they are in contact with the water (thus enabling druids to recharge metallic magical items).

The waters of a Moonwell may cure infectious (but not true) lycanthropy. Creatures infected with lycanthropy (those that have been bitten by a lycanthrope and have contracted the disease) must make a Constitution check and an Intelligence check. If both succeed, the lycanthropy is forever cured. Infected lycanthropes can try to be cured once per lunar cycle until cured. Note that if the lycanthrope approaches the grove in nonanimal form, the druids of the grove may well demand to know the being's reason for entering.

Other powers of Moonwells (and other types of Great Groves) can be determined by the DM. Just remember that Moonwells are the instruments of the Earthmother for maintaining the Balance. This most often involves curing and healing, considering the violence that has raged across the Moonshaes over the last 20 years.

Qilue's Blast Scepter

This is a wand-sized metal cylinder with knobs at both ends and 5d12 charges. It functions by the silent will of its holder, but will not work if more than one being grips it at one time.

A *blast scepter* automatically absorbs heat and electrical energy directed at it (or its wielder) and reflects any explosive force back on its source. While this ability does not shield the wielder from the effects of flying debris, it does halve the damage inflicted by all electrical spells, *fireballs,* and other fiery explosions, even before rolling a saving throw to check for half damage.

The *blast scepter* can *stun, blast,* or *powerstrike* a target. The wielder can elect whether to use the *stun* or *powerstrike* effect after scoring a hit with the scepter.

Stun: This effect works by touch (attack roll required in combat), causing 1d4 points of damage and affecting the target as a *power word stun* spell. A victim is allowed a saving throw vs. spell with a -4 penalty to avoid the stun, but a successful saving throw does not negate the damage. This function can be used once per round and costs one charge.

Blast: This is a soundless shock wave in a cone 30 feet long and 20 feet wide at its terminus. It inflicts 2d6 points of damage to all within the area of effect. Those hit by the blast must save vs. paralyzation or be knocked over, forcing all fragile items carried to make a saving throw vs. crushing blow. The *blast* functions once per round and costs two charges.

Powerstrike: This affects a single being touched by the *scepter* (attack roll needed) and causes 5d6 points of damage to all beings except golems composed of inorganic material (iron, clay, stone, etc.). All other targets are allowed a saving throw vs. spell for half damage. Inorganic golems are disintegrated with no saving throw possible, though magic resistance applies. This function costs four charges and can be used only once per day.

Qilue's Singing Sword

This is a silver *bastard sword* +3 that sings constantly (and loudly) whenever it is unsheathed. The song makes its wielder confident, such that he never needs to make morale checks. The singing also renders the wielder immune to *charm, command, suggestion, confusion, fear, friends, repulsion,* and *scare* effects. Any *emotion* effect cast at the wielder becomes rage—directed at the caster of the *emotion.* The song further protects its wielder from the effects of harpies, silences shriekers, and can entrance creatures of 2 Hit Dice or less. Such creatures must make a saving throw vs. spell whenever they are within 60 feet of the sword. Failure indicates a creature is susceptible to a successful suggestion from the sword's wielder. Bards easily can negate this last effect by playing or singing a countermelody.

The *singing sword* normally exists in a pocket dimension that only Qilue (or her divine mentors) can access.

The Ring of Winter

Among the most powerful magic items in the Realms, this object looks like a plain gold band that sparkles with frost. The wearer of the *Ring of Winter*— at the present time, Artus Cimber—is granted limited immortality: Although he can be killed, he will not die of natural causes or age. Using the Ring is not instantaneous; the wearer adds 4 to his initiative roll when attempting to invoke a power of the ring during a combat situation. The Ring has a number of powers, each usable once per day:

1. Cause the temperature within a one-half mile radius to plunge to below freezing and create large amounts of ice and snow at the same time.

2. Create a triple-sized *wall of ice* in one round (as though the spell was cast by a 36th-level wizard).

3. Raise a 10-foot-diameter pillar of ice that rises 40 feet per round.

4. Spray frost on all beings within a 60-foot-radius sphere (movement rate is one-third normal, and flight is impossible within the area); this is similar to the sleet effect of an *ice storm* spell.

5. Create an ice sphere around an item or a creature. What-

ever is inside the sphere is warm, but those within 10 feet of the sphere's exterior take damage from a 10d4+10 hp *cone of cold.* The sphere is AC 4 and will shatter after 56 hp damage is inflicted on it (heat/flame attacks do double damage).

6. Create six giant ice spikes; each one is 10 feet tall, 2 feet in diameter at its base, AC 4, and takes 20 hp damage. Each spike does 3–18 hp damage (4–24 vs. large) to any creature that it erupts under.

7. *Heal* its wielder once a day, as per the priest spell.

8. Fashion animated ice creatures (even icy flying birdlike creatures that can carry a size M passenger). This use of the Ring creates 1–4 creatures, each with 2–7 HD, AC 4, and 1 to 3 attacks, each inflicting 1d6+1 hp damage. The creatures last for 1d6+6 rounds.

9. Emit powerful ice arms that lash out like *Bigby's crushing hand.*

10. Freeze enchanted beings to brittle vulnerability after 1d3+1 rounds. This includes magical beings such as djinns, efreeti, and summoned monsters. Once a creature has been frozen, it takes only one hit from a blunt weapon (or two from a slashing weapon, or three from a piercing weapon) to cause it to shatter and fall apart.

11. Create ice armor such as shields, collars, breastplates, and so forth. Each round spent using the *Ring* to create ice armor improves the wearer's base Armor Class by 2, to a maximum of AC 2. This armor does not damage its wearer. It remains intact as long as the wearer remains in freezing temperatures. Otherwise it begins to deteriorate, losing one point of AC protection each turn until it has melted away.

12. Create an icy weapon of the wearer's choice. This functions as a magical weapon and does an additional 1d4 points of damage due to cold. This weapon can only be wielded by the wearer of the *Ring.* Its duration is 1d6+6 rounds.

13. Conjure icy gusts of winds that can pick up and hurl size M or smaller beings around; size L creatures are slowed to 25% of their normal movement rate, and size H creatures are slowed to 50% of their normal movement. This is the equivalent of a triple-force *gust of wind,* except that creatures in the area of effect (10 feet wide by 90 yards long) take 1d8 points of damage from the cold (save vs. breath weapon for half damage) and 1d6 points of damage from flying debris. Creatures that are slammed into walls, ceilings, etc. take an additional 1d6 points of damage for each 10 feet they travel before impact.

14. Fashion items of ice, such as pillars, braces, and stairs, enough to go from one floor in a building to another. Once these items are exposed to above-freezing temperatures, they melt in 1d6+6 rounds.

15. Augment the powers of all other magical items that remain within 20 feet of it for more than 10 consecutive days. (Exactly how much such an item is augmented is at the discretion of the DM.)

Each of these powers can be used only once per day. Another limitation is that the *Ring* can only serve the powers of good. Any attempt to use it for an evil purpose results in the attempt backfiring on the wielder, much like a poorly worded *wish.* For example, if an evil fighter tried to create an icy two-handed sword to combat a paladin, the *Ring* would probably create such a sword . . . and put it in the hands of the paladin. There is a small, inherent limitation of the *Ring of Winter:* Most undead are impervious to cold-based attacks, and thus many of the *Ring's* powers will have no effect on them.

Runestick

This is a wand made of oak, about 1 foot long with a detailed pattern of runes carved on it. The oak is then wrapped in mistletoe or holly. Once created, a *runestick* exists for one lunar cycle (one month), then crumbles to dust.

A *runestick* can be created by any druid of 7th level or above with a Dexterity of 14 who has the knowledge to carve the runes properly. Such knowledge can be gained only under the tutelage of a druid of higher level. The *runestick* takes 1d4 hours to create for each spell level to be cast into it (roll for each spell level separately). Upon completion, the druid who created the *runestick* must cast the spells to be stored within it.

When called forth by the wielder (any druid who knows the command word, not only the creator of the *runestick),* the spells are cast as if by the *runestick's* creator. A *runestick* also can be used by a maiden of pure heart, just as such persons can ride unicorns. However, when one is used by a nondruid, all effects of the spells cast from the *runestick* are halved (damage, duration, etc.), and victims of the spells gain a +4 bonus to any saving throws they are entitled to normally.

Shadow Magic

Little is known about this ability, but it seems inextricably linked to evil, causing a long, slow degradation to a monstrous form and vile powers.

At its most innocent level, a user of shadow magic (all of whom are bards) can play the instrument of his choice and can make the ambient shadows move and dance to the music.

As the power slowly corrupts the user (assuming there is no other Shadowking in existence), the user gains the ability to use all wizard "shadow" magical spells as if he were a mage capable of casting each spell.

Limits to these powers and other powers that the shadow magic user can harness are left to the discretion of the DM.

Staff of Silverymoon

Three of these are known to exist, though rumors of more are persistent. Alustriel always carries one of these unicorn-headed wooden staves; another is hidden in Moongleam

Tower, the Harper fortress in Everlund; and a third is concealed somewhere within Blackstaff Keep in Waterdeep.

Alustriel can call any of these items to her or can *teleport without error* to any of their locations. This magic is a function of the *staff* and requires no spell use on the High Lady's part. No known barrier can prevent a *staff* from transporting itself to Alustriel if she calls it. She can discern the exact location of each *staff* by concentrating for one round.

These objects are the symbols of Alustriel's rule in Silverymoon, and any one of them can create or destroy the *Moonbridge* that spans the River Rauvin and links the two parts of the city. (For more information, see *The Seven Sisters.)*

A *staff of Silverymoon* also has the powers described below. Unless otherwise stated, all of the effects below function as if cast by a 22nd-level spellcaster.

It continually extends protection equal to a *Serten's spell immunity* spell to anyone touching it.

Six times per day, the *staff* can emit a *hold monster* ray directed at a single target. The target is allowed a Dexterity check to avoid the ray, if applicable, and a saving throw (at a -3 penalty, as per the spell) if struck by the ray.

Three times per day, the *staff* can be used to create a *wall of force,* allow its wielder to *fly,* or to *know alignment.*

Twice per day, the *staff* can *passwall* or *animate rock.*

Once per day, the *staff* can create *chain lightning,* a *forcecage,* or a *minor globe of invulnerability,* or it can allow all beings touching it to *dimension door* to their desired destinations (which need not be the same place).

Once every 10 days, the touch of the *staff* can cause a *restoration* as if the spell were cast by a 14th-level priest.

Storm's Garter

Items bearing this title are quite common in the ranks of the Harpers and are worn by members of both genders. Each takes the form of a simple black band (often of silk) sewn to three long thongs or flat tie cords. Enchantments make the item elastic, so it fits any creature of any size. Most are worn around the upper thigh, under clothing, and are tied to a waistbelt or sash. A *garter* must be worn next to the skin for its powers to have effect.

The wearer is granted *infravision* to a range of 60 feet, has the automatic and continuous protection of a *feather fall* spell, and gains a +1 bonus to Dexterity. The following additional powers can each be called upon three times per day: *spider climb, silence 15' radius,* and *jump.* Each of these abilities lasts for up to 4 rounds each time it is used; the effect can be canceled at an earlier time if the wearer of the *garter* so desires.

The garter's wearer also can *neutralize poison* and *cure disease* once per day. These abilities can be used on the wearer or another being the wearer touches.

Torque of The Goddess

This is a silver band that can be worn around the neck. Torques are commonly used as ornamentation by druids and other members of the Ffolk. Robyn's *torque of the goddess* functions as a *ring of protection* +2 (other torques may have only a +1 bonus) that can be used with other magical protective devices, but not with other *rings of protection.*

Also, a *torque of the goddess* protects its wearer from the curse of lycanthropy (though not from the damage inflicted by the lycanthrope). Further, the wearer gains a +2 bonus to all attack and damage rolls against lycanthropes. While the *torque* does not imbue its wearer's weapons with the ability to harm lycanthropes, the wearer could harm these creatures with unarmed attacks. Such a torque also functions if it is worn by animals, such as hunting hounds or war horses.

Wand of Armory

When touched to a target creature, this *wand* envelops the being with an invisible magical field of force that affords that being protection equal to Armor Class 0. This field can be destroyed by *dispel magic, limited wish, disintegrate* (but this leaves the target unharmed), or stronger magics. Otherwise, the protection lasts for 6 rounds. During this time it absorbs all *magic missiles* and electrical attacks. All other spells affect the target normally.

This "force armor" is in addition to any other magical armor or protective devices worn. This *wand* may be used by members of any class. It cannot be recharged. Each use drains one charge.

Special Wizard Spells

Some of the characters described in this book have access to spells that are not generally known or readily available to most other spellcasters. Twenty-one of these special wizard spells are described on the following pages. (All of these spells have been covered in one or more preexisting FORGOTTEN REALMS products, but they are gathered here for ease of reference.) They are presented here in alphabetical order—not arranged by level.

Alustriel's Fang

(Alteration)

Level: 2
Range: 60 ft.
Components: V, S, M
Duration: 2 rds.
Casting Time: 2
Area of Effect: 1 weapon
Saving Throw: None

This spell allows the caster to fire a dagger, dart, or other piercing weapon shorter than her forearm in a straight line from her hand to any target within range. The weapon makes two attacks as if wielded by a wizard two levels higher than the caster, has a +1 bonus on damage for each hit, and then returns to the caster's hand unless prevented from doing so, flying at MV Fl 12 (A). The caster must be proficient with the weapon used in order for the spell to work.

The weapon is considered magical for purposes of what it can hit. To prevent the weapon's return, a victim must have been struck by the weapon, must make a successful Dexterity check to grasp the weapon, *and* must make a successful Strength check to retain hold of it and break the spell. If either check fails, the weapon returns to the caster.

If the caster's hands are both busy when the weapon returns, it hangs motionless in midair as close to the caster as possible. (In other words, it does not interrupt the casting of another spell or any other two-handed activity the wizard may be engaged in.) If one of the caster's hands does not become free, the weapon simply falls to the ground when the spell expires.

The material components of this spell are the weapon itself (which is not harmed in any way) and a pinch of iron filings.

Blackstaff

(Alteration, Evocation)

Level: 8
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 1 staff or similar object
Saving Throw: Special

This is the spell that gave its creator, Khelben Arunsun of Waterdeep, his nickname. The magic causes any nonmagical staff, club, piece of wood, or pole arm held by the caster to shimmer with a black, crawling radiance. A *blackstaff* weapon has the following properties:

It cannot harm the caster or any other beings touching the staff during the casting of the spell; it strikes as a +4 magical weapon and inflicts 1d8 points of damage; and it absorbs and negates all magic cast upon it except for a *wish* or an *antimagic shell,* either of which can destroy it.

In addition, the wielder can choose one of the following abilities at the beginning of each round to use as a special attack:

The staff's touch drains 1 hit point automatically, in addition to normal damage. This hit point is lost permanently (can only be regained through the use of a *wish)* unless the victim makes a successful saving throw vs. death magic.

The staff's touch acts as a *dispel magic* spell (at 8th level effectiveness) on all magical barriers, weapons, or effects. The caster can choose to use his own level for the effectiveness of the *dispel* attempt, but doing this causes the staff to be destroyed regardless of the outcome of the attempt.

The staff's touch may cause mental damage (roll d%), as follows: 01-45, no effect; 46-65, *confusion* for 1d4 rounds; 66-75, stunned (as per the *symbol* spell) for 1d3 rounds; 76-85, *fear* for 1d2 rounds; 86-95, *repulsion* for 1 round; 96-00, *feeblemind* for 1 turn.

The staff's touch causes any spellcaster to save vs. paralyzation or either forget one memorized spell or be unable to use one natural spell-like power for 2 rounds (if a choice exists, determine the spell or ability at random).

The staff's touch causes a being possessing psionic skills or wild talents to be psionically "scrambled" (unable to use any powers except defenses) for 1d4 rounds.

At the expiration of the spell, the staff itself (the material component) is instantly and completely consumed.

Brain Spider

(Divination, Enchantment/Charm)

Level: 8
Range: 20 yds./level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: Neg.

This spell allows the caster to eavesdrop on the thoughts of up to eight other beings at once, either perceiving the ceaseless chatter of surface thoughts and images, following individual trains of thought, or compelling the minds to yield up information about one particular topic, thing, or being per level of the caster. The thoughts and memories of one creature per round can be studied in detail. Once per round, in any round in which no such detailed studying occurs, the caster can implant a *suggestion* in the mind of any one of the eight creatures.

The spell can affect any intelligent beings of the caster's choice. Target beings need not be personally known to the caster, who can choose, for instance, "the nearest eight guards who must be in that chamber there."

Creatures who have psionic abilities or who are in the process of casting or using any enchantment/charm spell when contacted by a brain spider probe are instantly aware of it. They learn its source's identity and general location, but the caster of the *brain spider* spell is not warned of this. Such creatures automatically escape all of the spell's effects, and they do not count as any of the eight beings affected. Creatures who are insane or *feebleminded* cannot be affected by a *brain spider,* and contact with their minds inflicts upon the caster 1d4+1 points of damage per deranged mind touched.

The material component of this spell is a spider of any size or type. It may be dead, but it must have all of its legs.

Elminster's Effulgent Epuration

(Abjuration)

Level: 9
Range: 10 ft./level
Components: V, S
Duration: 1 turn/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell calls into being a number of floating, silvery spheres—up to as many spheres as the caster has levels. Each of these spheres has the ability to absorb a single spell, spell-like ability, or magical effect of any offensive type. After absorbing the spell, the sphere fades out, taking the spell energy with it.

Offensive spells can generally be considered to be those that inflict damage on a target or place a target under a baneful or harmful influence. Intent and situation are as important as spell effect for determining whether a spell is offensive or not. As a general rule, the various walls and spheres, most of the *Bigby's hand* spells, and most abjurations will not be affected by the *epuration* spell. Those spells that affect an area in which a silver sphere exists will simply not function; the magical energy will be sucked into the sphere before the damage is inflicted. Similarly, any spell cast within 10 feet of a silver sphere is automatically negated.

Spells that are already in effect when the silver spheres enter the same area are not negated. An item containing charges of offensive magic (such as a *wand of lightning)* is neutralized if a sphere is located on or in front of the item. (Expending one charge will use up one sphere.) Otherwise, the spheres do not affect magical items or weapons or potentially lethal items that are not activated, such as *symbols.*

The caster can direct the spheres to drift at a maximum movement rate of 60 feet per round, up to the limit of the spell's range. The spheres created from a single *epuration* must move as a group; the caster cannot move them individually or split them up, and cannot cast any other spell during a round in which the spheres are moved. It is possible for the caster to move and/or fight during a round in which the spheres are moved. If the caster is slain or incapacitated, or moves away from the spheres, they remain hovering in the area they occupy and are still able to absorb offensive magic.

The spheres cannot be physically moved or attacked. They have no solid, physical presence and can pass through magical and physical barriers without harm.

Neither the caster nor anyone else can harness the spell energy dissipated by the spheres. Even the spell-like abilities of powers and creatures from other planes can be affected by the spheres, through the beings themselves may not be.

Elminster's Evasion

(Evocation)

Level: 9
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn + casting time of both associated spells
Area of Effect: The caster
Saving Throw: None

A customized version of the *contingency* spell slanted toward the preservation of the caster, this spell will cause—under certain specific conditions—the caster's body, mind, and spirit to travel to another location. The transfer affects only the body and those items physically attached to it but leaves behind any attached items weighing more than 50 lbs. The spell brings together body, spirit, and mind, even if they are in different places when it is triggered.

When preparing this spell, the wizard must detail six specific conditions under which the *evasion* will function. When any of these situations occurs, the spell is triggered and the caster's form is whisked away to a predefined location. This location can be on the same plane or on any other known plane of existence that the wizard has visited.

Also, when casting this spell, the wizard indicates two other spells that will be activated when the wizard arrives at the special location. These spells must be cast immediately after the casting of the *evasion* is finished, although they do not go into effect until after the *evasion* itself is triggered.

The material components of this spell are a pint of the caster's blood and a gem worth at least 5,000 gp. Both are consumed in the casting of the spell. The wizard also loses 1d4 hit points that remain lost until the *evasion* spell is triggered, at which point they are immediately recovered.

This spell was developed by Elminster with the intention of taking his form to a dimensional location he calls "Safehold" for cures and resurrection (if needed). The six conditions that he says he uses for his personal version of the spell are: 1. His death; 2. The loss of his mental faculties; 3. The loss of his physical faculties; 4. The destruction of both upper limbs; 5. The destruction of his total body volume; and 6. His utterance of the word "Thaele."

Gauntlet

(Alteration, Evocation)

Level: 1
Range: 0
Components: V, S, M
Duration: 9 rds.
Casting Time: 1
Area of Effect: One of the caster's hands
Saving Throw: None

This spell creates a translucent, silent, nonconductive glove of magical force around one of the caster's hands. The glove cannot be crushed, so the caster can use it to wedge doors open, keep even the great weight of a falling portcullis from slamming down, and so on, even when the caster's hand is removed. The wedge remains in effect until the spell expires or a *dispel magic* causes the *gauntlet* to vanish.

The gauntlet can be used to strike for 2d4 points of damage per blow, with the caster's normal THAC0. It is considered a +4 magical weapon for purposes of what it can hit, though it gains no attack or damage bonuses. It can touch or handle heat, acid and other flesh-corrosive substances, and boiling liquids or vapors without harm. Diseases cannot be transmitted by it or cling to it, so molds and mummy rot can be freely handled and not passed on to another being who later touches the gauntlet. No substance or creature can adhere to the *gauntlet,* regardless of what methods are used.

A character cannot cast any spells requiring somatic components while the *gauntlet* is in place on one of his hands. It can be banished instantly, by the caster's silent act of will, even from afar.

The material component for this spell is a lump of clear glass or rock crystal large enough to fill the caster's palm.

Gemjump

(Abjuration)

Level: 7
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rds.
Area of Effect: The caster
Saving Throw: None

This spell is initially cast on a special gem known as a roguestone. The roguestone is enchanted in the process of casting the spell and is not destroyed when the spell is activated. At any time after completing the casting, by uttering a command word, the caster can immediately teleport to the location of the gem. The teleport will always be on target (never high or low). If the gem is in a confined area, the caster will appear in the nearest sufficiently large space.

There is no time limit on when the *gemjump* can be employed, and no distance limitation; the caster can be on a different plane or planet than the stone, and it will still function correctly. The only requirement is that the caster be able to speak the command word (which is not possible if he is *feebleminded,* asleep, unconscious, petrified, paralyzed, or insane). The *gemjump* will not function if either the caster or the roguestone is within an *antimagic shell,* but any other hindrance (shackles or chains of any sort, or even a *forcecage)* will not affect it. Only the caster and his normal clothing will be transported; other equipment, possessions, and allies will be left behind.

The roguestone radiates no detectable magical energy except during the round in which the *gemjump* is being employed. It is possible for more than one wizard to cast *gemjump* spells on the same stone; a *limited wish* will reveal the number of spells that have been cast on a stone, but will not disclose the identities of the casters. Only a full *wish* can negate the magic that has been placed on a roguestone. Physical destruction of the stone will also ruin the magic, but a caster who has linked himself to the stone will be aware that it has been destroyed. A roguestone makes saving throws as "rock, crystal."

Ghostgrail

(Abjuration, Alteration, Necromancy)

Level: 6
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 1 being
Saving Throw: None

This spell affects the caster or a single recipient being touched during spellcasting. It makes the spell recipient immune to all undead special powers (level or strength draining, fear, mummy rot, and the like), so that the protected being suffers only physical damage from undead attacks. A character under the effect of a *ghostgrail* spell does not age when encountering a ghost, and need not make a saving throw when hearing a banshee wail. Moreover, the spell allows the protected being to see, hit, and damage undead with normal weapons at all times. (Shadows are always seen, vampires can be struck when gaseous, and so on.) This temporarily overrides undead immunities, but only empowers the *ghostgrail* user to do normal physical damage to undead (not magical damage, or the extra bonuses of magically augmented damage).

A *ghostgrail* spell does not negate spell-like undead powers (such as phasing and flying) and does not provide any protection against spells cast by undead, such as any spells cast by a lich.

The material component of a *ghostgrail* spell is the dust from a coffin or burial slab.

Inscribe

(Alteration/Evocation)

Level: 6
Range: 70 ft.
Components: V, S, M
Duration: 1 turn +1 turn/level
Casting Time: 1 rd.
Area of Effect: 1 inscription
Saving Throw: Special

This spell enables a wizard to duplicate any writing, runes, or glyphs, even a spell he cannot understand at the time, into a spell book or onto a suitably prepared writing surface such as a slate or a scroll. The original is unaltered, and the copy contains all the properties of the original, including type of ink, smudges, errors, etc.

Nonmagical writings are always successfully copied. To copy magical writing, the caster must make a successful saving throw vs. spell, modified by the difference in level between the inscriber's highest castable spell level and the level of the spell being copied. (For instance, if the inscriber can cast up to 6th-level spells and is attempting to copy an 8th-level spell, there is a –2 penalty to the saving throw.) If the saving throw fails, the caster takes 2 points of damage per spell level being copied and is stunned for 1d3 rounds.

The material component of the spell is a quill that becomes animated by the casting (and is reusable, since it is not destroyed when the magic runs its course). The quill and the surface on which it writes must be within 10 feet of the writing it is copying, and the caster must be within 70 feet of the quill. The spell takes no concentration to maintain. The quill will evade attempts to grab it (AC 5), but can be destroyed by 4 hit points of damage. The quill writes nonmagical text at a rate of 1 turn per normal-sized page, and copies magical writing at a rate of 1 turn per level of the spell being inscribed.

Ironguard

(Abjuration, Alteration)

Level: 5
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the caster confers upon himself or another creature immunity to metal, including normal metal weapons. Such weapons pass harmlessly through the individual as if he were a phantasm, not solid flesh. The individual can pass through iron bars, gates, and other metallic objects. Nonmetallic objects still affect the individual and can harm him.

Ironguard affects only the individual's body, not anything that he is carrying or that is attached to him.

The *ironguarded* individual is still subject to other attacks, such as heat, cold, and poison, even if these are delivered by weapons that pass through him. The individual retains his Armor Class. Magical weapons can strike him, inflicting damage equal to their magical bonus (a *long sword* +2 inflicts 2 points of damage per strike). Enchanted metal is an impassable barrier to an *ironguarded* individual. Spells using metal in their effects (such as blade barrier) affect the individual normally.

The *ironguarded* individual can attack armored opponents as if they were unarmored, but only with bare-handed or natural weapons. Such opponents would be AC 10 (plus any Dexterity bonuses) if they were wearing all-metal armor.

If an *ironguarded* individual has his body in the same place as metal when the spell duration elapses (if he collapses while passing through an iron gate, for example), he is immediately killed.

The *ironguard* spell has a unique property: Even though it is classified in the schools of abjuration and alteration, it cannot be used by either abjurers or transmuters, because each of those schools is in opposition to the other one.

Khelben's Warding Whip

(Abjuration, Evocation)

Level: 7
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 7
Area of Effect: 10-yd. radius
Saving Throw: None

This spell creates a whiplike lash of mystical force controlled by the caster. This magical whip is effective against many spells that take the form of pushing, striking, or crushing forces—in particular, the spells created by Bigby.

The caster need not concentrate on maintaining the *warding whip,* but cannot cast other spells or wield other weapons while using it. The whip strikes automatically under the direction of its wielder (no attack roll needed).

The *whip* is capable of dissipating a *shield* spell immediately, and has a 40% chance per attack of destroying a *Tenser's floating disc.* In both of these cases, the *whip* is not affected and can continue to be used.

Against the various *Bigby's hand* spells, the *whip* has a chance of dissipating the magic (refer to the number before the slash in the list that follows), but there is also a chance that the *whip* itself will be destroyed in the process (refer to the number after the slash): *Interposing hand,* 100%/20%; *Forceful hand,* 90%/30%; *Grasping hand,* 80%/40%; *Clenched fist,* 70%/50%; *Crushing hand,* 65%/60%.

The whip has no effect on nonmoving magical barriers such as a *wall of force* or a *prismatic sphere,* and it is ineffective against spells that do not use magical force as a solid entity, such as *hold* spells, *slow,* and *reverse gravity.*

It cannot harm living objects, and thus cannot be used as a weapon. However, it can be used to parry physical attacks, including those from magical weapons and from weapons made of magical force (such as *spiritual hammer* and *whisper blade).* The chance of successfully parrying, and thus avoiding damage from the attack, is 60% plus 2% per level of the

caster—but the wielder of the *whip* must have initiative over his attacker in order to parry.

The material component of this spell is a piece of wire and a pinch of powdered electrum.

Laeral's Crowning Touch

(Alteration/Conjuration)

Level: 9
Range: 0
Components: V, S
Duration: 366 days
Casting Time: 7
Area of Effect: One being
Saving Throw: None

A unique spell created by the member of the Seven Sisters whose name it bears, this magic is available to all of Mystra's Chosen (except for Dove and Storm) as an additional bonus spell. However, only Laeral herself, Alustriel, and the Simbul are known to have learned it so far. The essential parts of the spell description are given below; the full text is on page 11 of *The Seven Sisters*.

This spell places a debilitating curse on the target being, which must be a spell-using entity who employs magic governed by Mystra (such as all wizards, and priests of Azuth and Mystra).

The spell is initially unnoticed by all except the target, who is aware that a curse has been laid upon him but does not necessarily know its nature. He is able to see Mystra's sigil, drawn in silver, appearing on each palm (or the chest and forehead of beings lacking palms) as a glowing brand. These marks can be revealed to others who employ a *detect magic* or *detect curse* spell.

Whenever the target casts a spell, he instantly loses one level of experience per spell level of the magic that was used. All abilities and characteristics acquired as a result of attaining the level(s) in question also are lost.

Streaks of silver appear in the victim's hair with each spell use. When the victim's hair is all silver (DM's discretion), it falls out. In addition, the victim's hands become gnarled, and sores form on the victim's vocal cords. These afflictions make the somatic and verbal components of spellcasting increasingly more difficult to perform until finally they become impossible. When the spell expires, these physical effects vanish, but all lost levels must be regained normally. Any being that reduces itself to a 0-level character by continuing to cast spells can never again gain any levels or spellcasting ability.

This spell was developed for use only against those who misuse the gift of Mystra in the worst imaginable ways. The goddess would not look kindly on a Chosen who hurled this spell at every evil mage that was encountered. A victim who knows of the spell's existence may realize what he has been struck with when the sigils appear. Some such targets have been known to go into seclusion and pray to Mystra for forgiveness. The Goddess of All Magic has, on occasion, shortened the spell's duration for the truly penitent.

Minor Spell Turning

(Abjuration)

Level: 4
Range: 0
Components: V, S, M
Duration: 3 rds./level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 7th-level *spell turning,* which causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if it was cast to illuminate an area in which the protected wizard was standing.

From one to four levels of spells (1d4, rolled by the DM) may be turned with each casting of this spell. Unlike the higher-level version of this magic, *minor spell turning* is not capable of partially turning a spell. If the wizard is the target of a spell of higher level than he is capable of turning, he receives the full brunt of the spell.

If the wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that can bring about one of several possible outcomes (d%, rolled by the DM): 01–70, spell dissipates with no effect; 71-80, spell hits both characters with maximum effect; 81–97, both turning effects are negated for 1d4 turns; 98–00, both characters are sucked through a rift into the Positive Material Plane.

The material component of this spell is a smoothly polished silver coin.

Mulara's Map

(Divination)

Level: 5
Range: 0
Components: V, S
Duration: 1 rd.
Casting Time: 2 rds.
Area of Effect: Special
Saving Throw: None

This spell allows the caster to perceive a mental picture of four lights in darkness: One light is the caster, two others are known places the caster has visited at some previous time (specified during casting), and the fourth is a chosen being. Viewing this mental map gives the caster a rough idea of the location of a being he seeks, and the being's direction and distance from the caster. If the being is at one of the chosen locations, the spell confirms this fact and gives a more specific indication of the being's whereabouts: A hazy mental image shows the caster if the target is indoors or outdoors, above or below ground level, and moving or stationary.

The spell can find any target on the same plane as the caster, except for one using nondetection or psionic concealment.

The Simbul's Skeletal Deliquescence

(Alteration)

Level: 8
Range: 0
Components: V, S
Duration: 1 day/level
Casting Time: 1
Area of Effect: 1 being
Saving Throw: Neg.

This spell enables the caster to turn all of the bones in any one touched creature to jelly. The victim collapses into a helpless, heaving mass that is able to speak, breathe, and perceive, but do little else. Nothing can be held by a being affected by this spell. The victim can flow downhill at MV 3, and ooze across level surfaces at MV 1, but cannot move uphill at all. Worn or carried items are not affected by the deliquescence, and typically fall around the victim.

A boneless victim is AC 10 and has no physical attack forms except smothering a prone, helpless being by flowing over its means of breathing. A boneless victim can float on water or swim through it at MV 3.

When the spell expires, the victim returns to its normal form. The nature of the spell avoids the victim having to make any system shock survival rolls. Liquids (even if boiling), vapors, poisons, and corrosive substances, such as acid, do no harm to a boneless creature, but it automatically fails all Dexterity checks and makes all saving throws at a –3 penalty.

The Simbul's Spell Supremacy

(Alteration)

Level: 7
Range: 0
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This spell allows the caster's next two spells to be cast by silent act of will alone, without the need for material components, and with a casting time of 1. Moreover, both spells manifest for their full possible damage and duration.

Spell supremacy is only effective in augmenting the effects of spells of 6th level or lower. If the caster uses more powerful spells in conjunction with this magic, none of the benefits of this spell are realized, but the *spell supremacy* magic is exhausted in any case.

The Simbul's Synostodweomer

(Alteration)

Level: 7
Range: 0
Components: V, S (M)
Duration: 1 rd.
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell allows the caster to transform the energy of another spell memorized by the caster into healing magic. The *synostodweomer* is cast, and then another spell of the caster's choosing. The second spell does not take effect, although any material components it may require are consumed or altered in the usual manner for that particular spell, and the spell still vanishes from the caster's memory.

Any being touched by the caster regains 2 hit points for every level of the transformed (second) spell (a 9th-level spell would give an injured being back 18 hit points). This spell does not grant extra hit points, but "excess" points conveyed can have special effects. An excess of 5 points cures any one disease possessed by the injured creature, and an excess of 7 points banishes all effects of poison. If both afflictions are present, the caster must choose which to cure unless there is enough of an excess (12 points) to cure both. A *synostodweomer* does not affect lycanthropy. If the recipient is neither diseased nor poisoned, or there are not at least 5 extra points conveyed, the excess curing is simply lost.

The healing capability endowed by the *synostodweomer* must be used within 3 rounds, or both it and the second, transferred spell are lost and wasted. Healing can only be granted by direct flesh-to-flesh contact.

Only spells memorized by the caster of the *synostodweomer* can be transformed into healing energy by this spell. It cannot transform spells from scrolls or spell-like magical item functions or abilities.

The material component of this spell (if any) is the mate-

rial component of the spell that is broken down and converted to healing energy.

Sphere of Wonder

(Alteration, Evocation)

Level: 9
Range: 10 ft./level
Components: V, S
Duration: 1 rd./level
Casting Time: 9
Area of Effect: 90-ft.-diameter sphere
Saving Throw: None

This spell calls into existence a sphere of magical radiance equal in illumination to a *light* spell, inside which no spells or magical item discharges can take effect (or persist, if already in effect) except those of a type silently chosen by the caster during spellcasting. For example, the caster could choose to allow only the functioning of magic involving fire, or only electrical discharges. The prohibition cannot be narrowed down to allowing only a particular spell (*fireball* but not *flaming sphere,* for example), but there is no way for anyone other than the caster of the *sphere* to know what spell type works except by trial and error.

Spells of any wrong type cast into the *sphere* from outside are negated at the point where they touch the *sphere.* The magic has no effect on beings or items once they leave the *sphere.* Once cast, the *sphere* is stationary.

Vocalize

(Alteration)

Level: 2
Range: Touch
Components: S, M
Duration: 5 rds.
Casting Time: 2
Area of Effect: 1 spellcasting creature
Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the vocalize spell. Only the verbal requirement of spells is deleted. This spell has no effect on other noises or speech; it simply removes a spell's verbal component.

This spell is of great use when quiet is desired in spellcasting, or the individual has been magically silenced. The vocalize spell does not negate the magical silence, it merely permits spellcasting without verbal components.

The material component of this spell is a bell with no clapper.

Whisper Blade

(Evocation)

Level: 4
Range: 0
Components: V, S
Duration: 1 rd./level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell creates a translucent, shadowlike, weightless area of magical force extending from the fingers of one of the caster's hands. This silent construct is blade-shaped. Its cutting edges inflict damage just as those of a real long sword do. The caster wields the *whisper blade* as if he is proficient in its use.

A *whisper blade* counts as a +1 magical sword for purposes of what it can hit, though it does not gain an attack or damage bonus. It can be used to slice at chains, armor, and other hard targets, since it never breaks, rusts, or grows dull. It is nonmetallic and nonmagnetic, and does not reflect light or conduct electricity. A *whisper blade* cannot be dropped or torn from the caster's grasp, but it vanishes instantly if the caster so desires.

Worldwalk

(Alteration)

Level: 9
Range: 30 yds.
Components: V, S (M)
Duration: 1 turn/level
Casting Time: 9
Area of Effect: 10-ft.-radius disk
Saving Throw: None

This magic enables the caster to open a portal to another dimension or plane. The portal appears as a disk of up to 20 feet in diameter that is transparent on one side (through which the destination can be seen) and gray and featureless on the other side. Any creatures able to fit through the opening can step through the portal, at the rate of one per round. Two-way travel is possible, but only one creature can be in the portal at a time.

The caster can specify either that the portal should open into a plane known to him, or into a plane he has never visited. In the latter case, the caster needs some material object from that plane in order to effect the casting. (The object is not consumed.) There is a 70% chance, plus 1% per level of the caster, that the *worldwalk* does connect with the desired plane. If this does not happen, the portal instead opens into a dimension or plane of the DM's choosing. The destination of a opened portal cannot be changed, but the portal can be dispelled at any time by the will of the caster.

Heroic Groups

The heroes described in this book—even those who characteristically prefer to work alone—do not always operate totally independent of each other. They interact in a number of ways. This interaction often takes the form of working with a heroic group or organization. This supplementary information briefly describes three different forms a heroic group can take. The first form is that of a large, well-organized group—typified by the organization known as the Harpers.

The Harpers

No discussion of heroic acts in the Realms would be complete without mentioning the Harpers. Many of the characters in this book belong to this organization, which got its start over 400 years ago in the lost city of Myth Drannor.

The Harpers is an amalgamation of wanderers, meddlers, and noble fools—or so say their numerous foes. In truth, the Harpers are a semisecret group whose members, agents, and informants are spread throughout the Realms, either acting against some threat or keeping a vigilant lookout for the rise of some new danger. Much can be learned of the mentality of this group by examining some parts of its code of behavior:

"Harpers work against villainy and wickedness wherever they find it—but they work ever mindful of the consequences of what they do."

"All beings should walk free of fear, with the right to live their lives as they wish."

"The rule of law aids peace and fosters freedom, so long as the laws are just and those who enforce them lenient and understanding."

"No extreme is good. For freedom to flourish, all must be in balance: the powers of realms, the reaches of the cities and the wilderlands into each other, and the influence of one being over another."

"Whatever it takes, a Harper will do. Pride never rules the deeds of a true Harper."

"Harpers can spare themselves less freedom than those they work to protect must have—but even a Harper must be free."

"Harpers police their own. A Harper who hears the call of personal power can no longer hear the sweet song of the harp. A Harper who seizes power, and holds it above all else, is a traitor to the harp. Traitors must die, for freedom to live."

"Without a past, no being can appreciate what they have, and where they may be going."

The Eastern Branch

The Harpers are divided into two branches. The eastern branch is headquartered in Twilight Hall in the city of Berdusk. The head of this branch is Belhuar Thantarth, Master of Twilight Hall (CG hm B9), and his wife, Cylyria Dragonbreast (LN hef B26). This branch is the more formal of the two, with Twilight Hall (and other locales) serving as bases from which Harpers go out to take on various missions. If PCs are involved with the Harpers, it is likely that they work with Belhuar and Cylyria. (Many of the characters from the Harpers Series of novels do just that, including Mari, Galvin, Wynter, Arilyn, Lander, and Myrmeen, among others.)

Characters wishing to join this august organization most often begin as simple informants. Indeed, it is frequently the case that a PC is unaware he is even talking to a Harper, much less that the Harper is making use of or relaying the PC's adventuring stories, rumors, and gossip. This also allows the Harper to determine the PC's general outlook, morals, and attitude (not to mention alignment). Beyond this, all that is required of a would-be Harper is the willingness to work with Those Who Harp, the devotion to follow the code as set forth above, and the courage to risk one's life in the pursuit of a chosen cause.

To begin a formal membership, the PC must journey (or be summoned) to Twilight Hall. There, the PC will be given quarters for one night and will be interviewed by a veteran Harper. The interview is formal, the questioner laconic, and the queries about why the PC wants to become a Harper blunt. Role-play this interview to the best of your ability; imagine it as a sort of job interview for the PC and play the role of the one who decides whether or not to "hire" the PC. Note that *ESP, know alignment,* and other spells are secretly being used on the PC during this time, to determine the character's true aims, any magical compulsions, hidden magical items or weapons, and so on.

If the PC handles the interview well, he is recommended for membership. The character is then granted a brief audience with either Belhuar or Cylyria, who welcomes the recruit and gives him his first mission as a Harper. These missions are typically something simple—guarding a caravan or retrieving a magical item from a distant Harper safehold—but also are dangerous to the character (a task that presents a challenge appropriate to his level).

A veteran Harper shadows the new recruit on this mission, to observe and to aid if the PC ends up in immediate danger of losing his life. (Letting recruits die on their first mission reflects badly on the organization.) The PC can request any appropriate, nonmagical equipment that may be needed for the mission, but no magic is given or "lent" to the character.

PCs of any class are welcome in the Harpers, but rangers and bards predominate (along with some good-inclined druids).

The Western Branch

The western branch of the Harpers is also known as the Master Harpers and is run by Storm Silverhand. Most of the members of this branch—including Elminster, Khelben, and several of the Seven Sisters—are unnaturally old, or powerful, or both.

The Code of the Harpers supplement by Ed Greenwood contains much more information on the conduct, activities, and history of the Harpers.

Knights of Myth Drannor

The second type of heroic group that forms is an adventuring party or company. By far the most famous adventuring company in the Realms is the Knights of Myth Drannor. The history of the group is long; the current active roster of Knights includes Florin and Dove Falconhand; Jhessail Silvertree and her husband, Merith Strongbow; Lanseril Snowmantle; Illistyl Elventree; her lover Torm; and Rathan Thentraver.

Florin Falconhand (hm R10): AC -4; MV 12; hp 74; THAC0 11; #AT 3/2; Dmg by weapon; SZ M (6'2"); AL CG.

Spells (2/1): 1st— *locate animals and plants, pass without trace;* 2nd— *goodberry.* Ranger abilities: HS 68, MS 83.

S 17, D 17, C 10, I 17, W 10, Ch 14.

Magical Items: *long sword +2, dagger +1,* and numerous potions.

Description: Florin is the battle leader of the Knights, and is imposing and imperious. He is tall and broad-shouldered, and has curly brown hair and blue-gray eyes.

Jhessail Silvertree (hf M9): AC 1; MV 12; hp 29; THAC0 18; #AT 1; Dmg by weapon or spell; SZ M (5'9"); AL CG.

Spells (4/3/3/2/1): 1st— *jump, sleep, spider climb, Tenser's floating disc;* 2nd— *ESP, mirror image, strength;* 3rd— *fly, haste, Leomud's tiny hut;* 4th— *dimension door, ice storm;* 5th— *feeblemind.*

S 13, D 14, C 9, I 18, W 18, Ch 14.

Description: Jhessail is kind, warm, and understanding, yet she is also proper. Nicknamed "Flamehair," Jhess is diminutive with gray-green eyes.

Merith Strongbow (em F7/M7): AC 1; MV 12; hp 45; THAC0 14; #AT 3/2; Dmg by weapon or spell; SZ M (5'10"); AL CG.

Spells (4/3/2/1): 1st— *affect normal fires, read magic, sleep, Tenser's floating disc;* 2nd— *ESP, invisibility, mirror image;* 3rd— *fly, haste;* 4th— *charm monster.*

S 17, D 14, C 12, I 17, W 15, Ch 16.

Description: Merith is a tall, black-haired elf with one blue eye and one green. He and Jhess make a great team, in battle or at home. In a campaign that uses psionics, Merith has 152 PSPs and two attack and two defense modes of the DM's choice.

Lanseril Snowmantle (hem D9): AC 4; MV 12; hp 62; THAC0 16; #AT 1; Dmg by weapon or spell; SZ M (6'2"); AL N.

Spells (6/6/4/2/1): 1st— *animal friendship, bless, create water, detect magic, locate animals or plants, pass without trace;* 2nd— *charm person or mammal, find traps, fire trap, flame blade, obscurement, trip;* 3rd— *hold animals, locate object, protection from fire, snare;* 4th— *call woodland beings, cure serious wounds;* 5th— *transmute rock to mud.*

S 10, D 14, C 12, I 14, W 17, Ch 16.

Description: Lanseril has brown hair, delicate features, and blue eyes. He is generally friendly, but can sometimes come across as condescending.

Illistyl Elventree (hf M6): AC 7; MV 12; hp 20; THAC0 19; #AT 1; Dmg by weapon or spell; SZ M (5'1"); AL CG.

Spells (4/2/2): 1st— *burning hands, dancing lights, enlarge, friends;* 2nd— *mirror image, scare;* 3rd— *dispel magic, lightning bolt.*

S 12, D 17, C 14, I 18, W 16, Ch 16.

Description: Illistyl is young, small, and lithe. Her straight, dark hair is shoulder length, and her friendly blue eyes sparkle impishly. In a campaign that uses psionics, Illistyl has 242 PSPs and three attack and three defense modes.

Torm (hm T7): AC 2; MV 12; hp 30; THAC0 17; #AT 1; Dmg by weapon; SZ M; AL CN.

Thief abilities: PP 65, OL 60, F/RT 50, MS 40, HS 30, HN 20, CW 80, RL 20.

S 13, D 16, C 11, I 12, W 12, Ch 15.

Description: Torm is a smooth-tongued trickster, and is the cockiest of all the Knights. He is carefree and daring, a handsome man with a slim build, black hair, and a fine mustache.

Rathan Thentraver (hm C7): AC 3; MV 12; hp 45; THAC0 16; #AT 1; Dmg by weapon; SZ M (6'0"); AL CG.

Spells (5/5/3/1): 1st— *bless, command, cure light wounds, detect magic, detect snares & pits;* 2nd— *aid, augury, find traps, hold person, silence 15' radius;* 3rd— *create food & water, dispel magic, locate object;* 4th— *cloak of bravery.*

S 16, D 10, C 12, I 15, W 17, Ch 9.

Description: A fat, jolly priest of Tymora, Rathan is Torm's best friend and the most common butt of his jokes. He's a bit of a drinker, which contributes to his weight. He has brown hair, a stubbly mustache, deep brown eyes, and large, strong features.

History: The Knights began in Espar, a band of youths who had been raised together. They received a royal charter from King Azoun of Cormyr, and they cleaned out a bandit stronghold near the village of Eveningstar.

They wandered after that, coming into conflict with the Zhentarim for the first of many occasions. They suffered several deaths during this time, and other members left to pursue other ventures. It was during this wandering that the future Knights came across a series of gates that led to various locales. They took one to Waterdeep and met Khelben Arunsun. He gave them the title to the besieged realm of Shadowdale and told them to take it for themselves if they could.

The heroes journeyed there, entered the Tower of Ashaba, and cleared it of evil. They continued to fight the Zhentarim, drow, and other foes until the elves invited them to the ruins of Myth Drannor. They found the place to be infested with fiends, but also found another gate to Waterdeep as well as gates to other worlds.

The group later left Shadowdale and wandered the Realms before adopting Myth Drannor as their new home. They cleared out the fiends there and established the place as their new base of operations.

The death of Sylune and the actions of the Cult of the Dragon gave the Knights a new foe, as did the Time of Troubles. What the future holds for these brave souls isn't known—but whatever it is, it won't be dull.

The third form of heroic group is one that comes into being out of convenience or necessity. Three well-known examples of this sort of group are given below.

The Rangers Three

Sharantyr (hf R7): AC 2; MV 12; hp 45; THAC0 14; #AT 3/2; Dmg by weapon; SZ M; AL CG.

Ranger abilities: HS 48, MS 60.

S 17, D 17, C 17, I 16, W 15, Ch 14.

Description: From Baldur's Gate originally, Shar was the newest member of the Knights of Myth Drannor before she joined Itharr and Belkram to form the Rangers Three. Shar is graceful and lovely, but deadly with her sword.

Itharr of Athkatla (hm R8): AC 3; MV 12; hp 52; THAC0 13; #AT 3/2; Dmg by weapon; SZ M; AL NG.

Spell (1): *pass without trace.*

Ranger abilities: HS 49, MS 62.

S 15, D 16, C 16, I 13, W 13, Ch 11.

Description: Itharr is quiet, dark, and moody. His friends believe that something from his past drives him to lead such a violent lifestyle.

Belkram of Baldur's Gate (hm R8): AC 4; MV 12; hp 67; THAC0 13; #AT 3/2; Dmg by weapon; SZ M; AL CG.

Spell (1): *animal friendship.*

Ranger abilities: HS 49, MS 62.

S 18/34, D 15, C 17, I 11, W 13, Ch 13.

Personality: Belkram is the rowdiest of the Rangers Three—he has even been known to hurl chairs and tables at foes, doing devastating damage with his high Strength score.

History: The Rangers Three first came together during the Time of Troubles, when Elminster was working to defeat the efforts of numerous foes who saw this time as their chance to take over the Realms. At the time, Shar was a Knight of Myth Drannor, and Itharr and Belkram were both members of the Harpers.

Together with Elminster or on their own, these rangers faced the onslaught of bandits, Zhentarim, Red Wizards, and the mysterious shapeshifters known as the Shadowmasters. The rangers saved Elminster's life while he was without his magic, and even gained a magical blade that took them to the Shadowmasters' otherdimensional Castle of Shadows, where they bested the evil creatures in their own home.

After the Time of Troubles passed, the three realized that their experiences had brought them close, and they decided to continue to adventure as the Rangers Three. We've probably not heard the last of this newest heroic group.

The formation of the Rangers Three serves as an example of how serendipity can play a part in the creation of heroes; the rangers came together in a moment of crisis, and when the trouble was over decided to remain together as a team. This can be a viable method of forming a PC group—start each character out on his own (or with a small number of NPCs), let each player get a handle on his character while the PC gains some experience, and then bring the PCs together at a time when their combined efforts are necessary to combat a formidable enemy.

Another approach that many good-aligned adventurers adopt is to make a home in a specific region or town and work to protect that well-defined area from evil incursions. Heroic groups of this type often become involved with (or simply assume the role of) local law-enforcement authorities. Two examples from Waterdeep, the City of Splendors, follow.

Force Grey

Whenever troubles arise that grow beyond the ability of Waterdeep's City Watch and City Guard to handle without the risk of significant loss of life, the city's Lords can call into action Force Grey, an official arm of the local government. Force Grey is an elite cadre of loyal and potent Waterdhavians capable of matching (or exceeding) the power most offenders at large can muster. The group takes its orders from Khelben Arunsun, but the Blackstaff only steps in to actually lead Force Grey when the city is faced with the most dire of threats.

Current members of Force Grey include: Carolyas Idogyr (LG hef M7); Harshnagg (CG frost giant male; see the MONSTROUS MANUAL™ tome, page 140); Hrusse of Assuran (LN hm C15, priest of Assuran, a.k.a. Hoar the Doombringer); Jardwim (NG hm R17), who often travels with two blink dogs (MM, page 57); and Maliantor (NG hf M11). In addition, Force Grey always rounds out its ranks with 2d6 warriors of 7th level.

The Red Sashes

These mysterious vigilantes are experts at intrigue and at locating those whom they seek, or hiding those whom the law unjustly accuses. They are led by a man known only as "the One," and often appear to work against the intent of the Lords. In truth, this opposition to the Lords is a ruse; Durnan, himself one of the city's Lords, is "the One," and his position allows him to work in ways the more lawful Lords wouldn't approve of.

Members of this covert group include: Aletha and Jhoysil Sampreva (twin sisters, CG hf T2 and CG hf F3); Baklin (LN dm F7); Jurisk Ulhammond (CG hm F5); Naneatha Lhaurilstar (NG hf T4); "Red" Hlintas Urtel (N hm F8); and Surrolph Hlakken (CG hm F0) and Thurve Thentavva (CN hm F0), the group's chief informants.

More details on both of these groups can be found in the *City of Splendors* Campaign Guide, pages 73-74.

Any of the groups described here can serve as models for the organization of a PC group in a campaign; the PCs could even form the nucleus of an organization that someday rivals the Harpers as a force for good and justice in the Realms.

Index

This index is divided into three parts: (1) character names (including names of groups), (2) place names, and (3) spells, magical items, and other special objects.

In section 1, names in **boldface** indicate characters who have their own main entries in this book, and numbers in **boldface** indicate the page(s) on which a character's entry appears.

In section 3, numbers in **boldface** indicate the page(s) in the supplementary section of this book where an item or a spell is described in detail; some other items are detailed within a character's entry where they are mentioned.

(1) Characters and Groups

Aballister Bonaduce 28–30
Adon **6–8**
Ajaman 107
Akabar Bel Akash 10, 11, 38, 42, 43, 94, 95
Akar Kessell 26, 100, 132
Alassra Shentrantra 136
Alemander 50
Alias. **8–11,** 38, 41–44, 93–95
Alicia Kendrick **12–13,** 61, 104–105, 124, 127
Alisanda Rayburton 18, 20
Allisyn 126
Alusair Obarskyr **13–14,** 21, 22
Alustriel Silverhand **15–16,** 26, 27, 40, 111–113, 118, 144
Amnestria, Princess 18
Amrythale 48
Anastra Syluné 136
Ao 7, 8, 49, 130
Arilyn Moonblade **17–18,** 36, 37, 140, 141
Arlien, Prince 24, 124
Artemis Entreri 26, 27, 32, 46, 100
Artus Cimber **18-20,** 22, 143
Athar 96
Avner 24, 123, 124
Azoun Obarskyr IV 9, 10, 14, **21–22,** 38, 54–56, 91, 103, 121, 128, 129, 154
Azuth 65, 115, 120
Bane 7, 8, 49, 118, 122
Barjin 28, 29
Basil 24, 123, 124
Belhuar Thantarth 153
Belkram 49, 154
Belwar Dissengulp 45
Bert 18, 20
Bhaal 6–8, 104–105, 124–127
Birdie 55, 94
Black Pearl 16
Bouldershoulder brothers 28–30, 33
Bran Skorlsun 18
Brandon Olaffson 12
Breck Orcsbane 11, 42
Brenna Graycloak **23,** 53, 132
Brianna Burdun **24,** 123, 124
Brianna Moonsinger 104, 125
Brigit 12
Brown Maeve 58–60
Bruenor Battlehammer **25–27,** 32, 44, 46, 100, 131, 132
Bryon Kendrick 104, 125
Cadderly **27–30,** 33, 34
Caitlan 7
Caledan Caldorien **31,** 69
Camden 123
Cassana 9, 10, 43, 94, 95
Cassius 46
Cat 54, 55, 93, 94
Catti-brie 25–27, **32,** 44, 46, 100, 131, 132
Chauntea 12, 105, 126
Chaunticleer 28, 30
Chenowyn 134, 135
Chosen of Mystra 136–137
Ciela 102
Cleedis 59
Company of the Bright Spear, the 112
Copperbloom 41, 44
Coral 41–44
Corene 6, 8
Croamarkh Luer Dhostar 43
Cult of Frost, the 19
Cult of the Dragon 17, 40, 62, 69, 89, 92, 108, 111, 137
Cylyria Dragonbreast 136
Cymrych 126
Cyndre 126
Cyric 6–8, 19, 20, 56, 57, 66, 103, 106, 138
Daermon N'a'shezbaernon 45
Daile Redfletching 101, 102
Dak 91
Dammasae 111
Danica 28–30, **33–35**
Danilo Thann 17, 18, 20, **35–37,** 96, 140, 141
Daryth 124–127
Deirdre 12, 13, 104, 105, 127
Delg Hammerhand 111, 112
Dendar the Nightserpent 57
Deneir 27–30
Dhalmass Rayburton 20
Dimswart 21, 22, **38**
Dinin 45
Dorath 55
Dorigen 28, 29, 34
Dornal Silverhand 136
Doust Sulwood 89
Dove Falconhand . . . **39–40,** 64, 118, 139
Dragonbait . . . 8–10, 11, 38, **41–44,** 93–95
Drizzt . . . 16, 25–27, 32, **44–46,** 100, 131, 132
Drone Wyvernspur 93, 94
Druzil 28, 29, 34
Durnan **47,** 72, 96
Earthmother, the 12, 13, 104, 105, 124–127, 143
Eilistraee 97–99
Elaith "The Serpent" Craulnober 36, 37
Elbereth 29, 33, 35
Eldath 107
Elmara 48
Elminster 7, 10, 40, 42, 43, **48–50,** 62, 64, 89, 92, 111–116, 118, 120, 121, 129, 139, 147, 153, 154
Elthryn 48
Elué Shundar 136
Elyn 90
Endué Alustriel 136
Erin Shandower 91
Errtu 44, 46
Estah 31
Ethena Astorma 136
Evaine 102, 110
Faceless, the 11, 43, 95
Faneuil Hardisty 134
Fellowship of the Dreaming Dragon 31, 68
Ferret 31, 68
Filfaeril Selazair 14, 21
Finder Wyvernspur 8–11, 42, 43, 93–95
Finellen 12, 125, 126
Fire Knives 9, 10
Flattery 9, 54, 55, 93–95
Florin Falconhand 39, 40, 66, 67, 154
Force Grey 63, 66, 155
Foril 21
Fyodor **51–52,** 68
Fzoul Chembryl 112
Galvin 23, **53,** 132, 133
Gamaliel 110
Garthond 111, 112
Genna Moonsinger 104, 105, 126
Gestar 17
Ghaunadar 98
Ghost 29, 34
Giogi Wyvernspur 10, **54–55,** 93, 94
Gisbertus 134, 135
Golden Dawn 134, 135
Gond Wonderbringer 57
Gorelikk 71
Gorstag 111, 112
Gotha 12
Gromph Baenre 68
Grunnarch the Red 105, 126
Grypht 10, 11, 41–43, 94
Guenhwyvar 26, 44–46
Gwydion **56–57,** 103
Hairheads 134
Halambar 36
Hanrald 12
Harpers 9, 10, 14, 16–20, 23, 31, 36, 37, 39, 40, 42, 44, 47, 48, 53, 55, 62–67, 69–72, 89–94, 96, 110, 112, 117, 118, 120, 121, 129, 132, 133, 153
Hauliyr 120

Haverstrom Lhal 91
Helm (the deity) 7
Helm (a knight) 49
Hiatea 24
Hobarth 126
Hydel Pontifax 18–20
Ilione 115
Iliryztara Veladorn 98
Illistyl Elventree 154
Iriador Wintermist 37
Irusyl Eraneth 66
Itharr 48, 155
Ityak-Ortheel, the Elf-Eater 12, 61
Ivan Bouldershoulder 28, 30
Iyachtu Xvim 118
Jade 55, 93, 94
Janol I ("Pinch") **57–60**
Jazrac 70, 71
Jhessail Silvertree 154
Jouka 70, 71
Kadumi 67, 107
Kaverin Ebonhand 19, 20
Kazgoroth 104, 105, 124–126
Keane 12, 13, **61,** 104, 105, 124
Kelemvor Lyonsbane 6, 7, 57
Kellen 31, 69
Kera 31
Keren 125, 126
Kern Miltiades Desanea 102, 110, 122
Khelben "Blackstaff" Arunsun .. 18, 36, 37, 47, **62–63,** 64–66, 72, 89, 96, 114, 115, 146
Kierkan Rufo 28–30, 34, 35
King's Men 14, 21, 22, 38, 128
Knights of Myth Drannor 39, 40, 49, 89, 92, 112, 118, 154, 155
Knights of the Shield 62, 96
Krote Word-Maker 70, 71
Krystin 90, 91
Kymil Nimesin 17, 18
Kyre 10, 42, 94, 95
Laeral Silverhand 62, 63, **64–66,** 98, 118, 120
Lander **66–67,** 106, 107
Lanseril Snowmantle 154
Lathander 59, 60
Leona 38
Lhaeo 48–50, 118
Liriel Baenre 51, 52, **68,** 98
Lissa 58–60
Lliira 70
Lolth 46, 68, 98, 132
Lugg 18, 20
Malar 12, 40, 124
Maligor 23, 53, 133
Manferic 58–60
Manshoon 49
Marcus 102, 110, 122
Mari Al'maren 31, **69**
Martine **70–71,** 130
Mask 59, 103, 138
Masoj Hun'ett 45
Melman 11, 43, 95
Merith Strongbow 154
Mertonius 72
Midnight 6–8, 49, 57
Mielikki 17, 44, 46, 67, 71
Miltiades 122
Mintassan 8, 11, 41, 43, 44
Mirimmar 92
Mirt 47, **72,** 92, 96, 111, 112
Mistinarperadnacles 10, 38
Moander 9–11, 42–44, 94, 95
Montolio "Mooshie" DeBrouchee 46
Morgalla the Mirthful 36, 37
Morhion 31, 69
Morninggold, Countess 134
Mourngrym Amcathra **89,** 108, 109, 118, 121
Mulberry 110
Music and Mayhem 37
Myrin Silverspear 17
Myrjala 49
Myrkul 7, 8, 62
Myrmeen Lhal **90–91**
Mystra 6–8, 15, 16, 20, 39, 40, 48, 49, 56, 57, 62, 65, 98, 103, 115, 117, 119, 120, 136–137, 138
N'asr 106
Nameless Bard, the 9, 42, 94
Narm Tamaraith **92,** 111–113
Newt 12, 124
Night Masks ... 8, 11, 28–30, 33, 34, 43, 95
Nine, the 64, 65
O'Roarke 126
Oghma 29, 33, 56, 103, 138
Olav Ruskettle 94
Olive Ruskettle 8, 10, 11, 38, 41–43, 54, 55, **93–95**
Pasha Pook 100
Pastilar centaurs 18
Pawldo 13, 124–127
Penpahg D'Ahn 33–35
Percival 28, 30
Pertelope 30
Phalse 9, 10, 42, 44, 55, 94
Phlynk 16
Piergeiron 47, **96**
Pikel Bouldershoulder 28, 30
Pontswain 126
Porinko 18
Qilué Veladorn 52, 68, **97–99,** 143
Qoha'dar 106
Ragnor 29
Rangers Three 49, 155
Rathan Thentraver 154
Rauglothgor 92, 112
Ravenak 134
Ravendas 31, 69
Red Sashes 47, 155
Red Wizards 23, 40, 48, 52, 53, 102, 110, 114, 115, 122, 132–134, 155
Regis 25–27, 32, 44, 46, **99–100,** 131, 132
Ren o' the Blade **101–102,** 110, 122
Rinda 56, 57, **103,** 138
Robyn Kendrick ...12, 13, 61, **104–105,** 124–127, 139, 145
Ruha 66, 67, **106–107**
Sa'ar, Sheikh 66, 106, 107
Sarafina 8
Savras the All-Seeing 120
Scoril "Shadowhawk" Cimber 22
Seluné 110
Shadowking, the 31, 69
Shadowmasters 48, 49, 62, 114, 155
Shadowsil 112
Shaerl Rowanmantle
Amcathra 89, **108**
Shal Bal 101, 102, **109–110,** 122
Shandril Shessair 72, 92, **111–114**
Shantu 126, 127
Sharantyr 49, 155
Shayleigh 33, 35
Shield of Innocence 134, 135
Simbul, The 23, 48, 49, **114–116**
Sirana 110
Society of Stalwart Adventurers 20, 36
Sprite Heels 58–60
Steele 55
Storm Silverhand 40, 49, 50, 64, 66, 92, 111, **117–118,** 120, 121
Sune Firehair 6, 7
Syluné Silverhand ..16, 49, 65, **119–121**
Szass Tam 23, 53, 133
Taern "Thunderspell" Hornblade 16
Talos 12, 124
Tamara 91
Tanalasta 14, 21
Tarl Desanea 101, 102, 110, **121–122**
Tavis Burdun 24, **123–124**
Tavish 12
Tempest 102
Tessaril Winter 112
Thamator 16, 120
Thelgaar Ironhand 125
Therin 58–60
Theron Silvermace 20
Thobicus 35
Thomdor 108
Tobiworth Hedgeblossom 134
Torm (the deity) 7, 56, 57, 70, 129, 130, 134, 135
Torm (a thief) 154
Tribe of the Elk 131
Tristan Kendrick 12, 13, 61, 104, 105, **124–127**
Tuigan Horde 14, 21, 22, 52, 56, 103, 129, 133, 134
Tulan, Lady 59
Twilight Spirit 24, 123, 124
Tymora 38, 59, 71
Tyr 96, 121, 122, 140
Tyranthraxus 110, 122
Tyveris 31
Ubtao 20
Undarl 48
Uther 18, 20, 36
Vander Stillhawk 134, 135
Vangerdahast 13, 14, 21, 22, 38, 108, 121, **128–129**
Vartain 36, 37

Vhaeraun 68, 98
Victor Dhostar 11, 43, 44
Vilheim 70, 71, **129–130**
Vreesar 70, 71, 130
Wanderer, the 47
War Wizards of Cormyr 128, 129
Watcher, the 136
Winefiddle 21, 22, 38
Wulfgar 25–27, 32, 44, 46, 100, **131–132**
Wyn Ashgrove 36, 37
Wynter 23, 53, **132–133**
Xaran 95
Yamun Khahan 14, 22
Z'beryl 18
Zaknafein 45, 46
Zaranda Star 50, **133–135**
Zhara 8, 10, 11, 42
Zhentarim 7, 14, 17, 19–22, 31, 36, 40, 48, 49, 62, 65–67, 69, 72, 89, 92, 98, 106, 107, 111, 112, 114, 118, 120, 128, 134, 135, 155
Zrie Prakis 9, 10
Zz'Pzora 68

(2) Place Names

Adbar, Citadel 26
Aglarond 23, 53, 114–116, 132, 134
Alaron 104, 125, 126
Amruthar 23, 53, 133
Anauroch 24, 66, 67, 106, 123
Ankhapur 57–60
Arabel 6, 7, 90, 91, 110
Archenbridge 67
Ashaba, Tower of 10, 11, 42, 89, 94, 108, 121, 154
At'ar's Looking Glass 106
Athalantar 48, 49
Athkatla 155
Baator 11
Baldur's Gate 19, 92, 155
Berdusk 121, 153
Blackstaff Tower 36, 62, 63, 65, 72, 121, 144
Blingdenstone 45
Boareskyr Bridge 7
Bone Castle 7
Bridge of Fallen Men 111
Broken Lance Inn, the 36
Bryn Shander 100
Calimport . 27, 32, 45, 46, 91, 100, 131, 132
Calimshan 127
Callidyrr 61
Carceri, plane of 42
Carradoon 29, 30, 34
Castle of Shadows 155
Castle Trinity 29, 30
Chessentia 130
Chult 18, 20
Citadel of White Exile, the 9, 10
College of New Olamn 37
Colored Waters, the 106
Cormanthor 49
Cormyr 8–10, 14, 18, 20–22, 36–38, 41, 55, 56, 65, 89, 94, 103, 108–112, 128, 129
Corwell 125–127
Dales, the 9, 22, 41, 94
Damara 14
Darkwell, the 105, 126, 127
Deepingdale 112
Dragonspear Castle 7
Dwarf's Pot Inn 59
Dwarvendarrows 26
Earthfast 14, 22
Earthfast Mountains 37
Edificant Library 28–30, 34, 35
El Ma'ra 106
El Rahala 106
Elah'zad oasis 106, 107
Elfstone Tavern 36
Elminster's Safehold 50
Elminster's Tower 50, 118, 121
Elturel 59, 60, 69, 111
Espar 154
Eveningstar 92, 110–112, 154
Evereska 17, 18, 36
Everlund 16, 121, 144
Evermeet . . . 12, 13, 17, 18, 40, 61, 105, 113
Fairheight 12
Finder's Keep 43, 95
Glarondar 23
Glister 102
Great Glacier 24, 70, 123, 129, 130
Halambar's Lute Shop 36
Halfway Inn, the 17
Harper's Hill 118
Hartsvale 24, 123, 124
Hartwick 123
Hastarl 48
Heldon 48
Herald's Holdfast 26
High Dale 49
High Forest 63
High Horn 22
Hill of Thorns 10
Hillsfar 22
House of the Moon 107
Hungry Man Inn 91
Icewind Dale 26, 45, 46, 100, 131, 132
Immersea 55
Inner Sea, the 40
Iriaebor 31, 69
Ithmong 134
Kara-Tur 120
Kilgrave Castle 7
Lethyr, Forest of 18, 22
Longsaddle 26, 27
Lost Vale, the 8, 9, 11, 41–44, 94, 95
Lowhill 13, 127
Luskan 26, 65
Lyndusfarne 124
Menzoberranzan 32, 44–46, 68, 100
Mezro 19, 20
Mithral Hall 25–27, 32, 45, 46, 100, 131, 132
Moongleam Tower 144
Moonsea 9, 41, 94, 102
Moonshae Isles 12–14, 61, 104, 105, 124–127
Mother Tathlorn's House of Pleasure and Healing 36
Mount Waterdeep 8
Myrloch Vale 104, 105, 124–127
Myth Drannor 40, 49, 50, 89, 92, 109, 112, 153, 154
Neverwinter 63, 64
Old Skull Inn, the 10, 42, 71
Phlan 102, 109, 110, 122
Piergeiron's Palace 72
Promenade of Eilistraee 97–99
Rashemen 51, 52, 68, 114, 115, 120
Rauvin, the River 144
Ravens Bluff 14, 22
Razor John's Fletcher Shop 19
Redstone, Castle 55
Ruathym 52, 68
Saerloon 71
Samek valley 71, 130
Sea of Fallen Stars 71, 116
Sembia 22, 67, 71, 134
Shadow, demiplane of 25
Shadowdale 7, 10, 40, 42, 48–50, 67, 71, 89, 92, 94, 108, 109, 111, 112, 118, 120, 121, 154
Shilmista Forest 29, 34, 35
Shoal of Thirst 106, 107
Silverymoon 15, 16, 26, 36, 63, 64, 92, 111–113, 121, 144
Sister of Rains oasis 106, 107
Skuld 53
Skullport 52, 64–66, 68, 97, 98
Snowflake Mountains, the 29, 34
Spiderhaunt Woods, the 10, 95
Stonelands, the 19, 91, 112
Suldolphor 91
Sundabar 36, 63
Suzail 9, 10, 14, 19, 20, 22, 36, 38, 42, 56, 108, 109, 121, 128, 129
Sword Coast 9, 61–65, 125, 127
Synnoria 13, 124, 125
Tabot 34
Tammar 22
Tantras 7, 19, 22
Tegea 6, 8
Telflamm 22
Temple of the Morninglord 60
Temple of the Red Lord 60
Ten Towns 26, 32, 46, 100, 101, 132
Termalaine 32
Tesh, the River 57
Tethyr 18, 37, 50, 133–135
Thar 56, 101, 102
Thay 19, 23, 40, 48, 53, 115, 120, 132, 133, 134
Tilverton 7, 14, 23
Time of Troubles 6–8, 36, 49, 57, 120, 130, 136, 154, 155
Towers of Good Fortune 38
Towers of Song 48
Twilight Hall 121, 153

Undermountain 47, 63–65, 97, 98
Urmlaspyr 134
Vaasa 122
Valley of the Falls 101, 102, 122
Vault of the Sages 26, 121
Waterdeep 7, 8, 14, 18, 36, 37, 47, 48, 52, 62–66, 68, 72, 89, 96, 98, 99, 102, 121
Weary Giant, the 123
Westgate ... 8–11, 34, 41, 43, 55, 65, 94, 95
Yawning Portal Inn. 47, 72
Zazesspur 134, 135
Zhentil Keep 7, 14, 19, 22, 57, 72, 92, 103, 108, 111–113

(3) Magical Items and Spells

Aegis-fang. 131
Alustriel's fang spell 63, **145–146**
Alustriel's sword pendant 15, **138**
amulet of language comprehension.....66
amulet of the Dawnbreaker.....58–60
amulet of godblinding..... 103
black staff..... 62
blackstaff spell.....62, **146**
brain spider spell 63, **146**
chill touch 120,121
cloth of many pockets 110, 138
Crackletongue..... 133
Crown of Horns 63–65
crown of fire..... 112, 114
the *Cup* and the *Knife*.....59, 60
Cyrinishad 57, 103, **138**
danger sense 110
deathsong 120, 121
Dove's Harp..... 39, **139**
druid staff 104, 139
dwarven delocker 57
earring of comprehend languages 93
elfshadow..... 17, 18
elfsong 35, 37
Elminster's effulgent epuration spell 50, **146-147**
Elminster's evasion spell. 48, 62, **147**
Elminster's eversmoking pipe ... 48, **139–140**
Finder's Stone 9–11, 42, 43, 54, 94, 95
gauntlet spell..... 63, **147**
gemjump spell 39, **148**
Ghearufu 29, 34
ghostgrail spell 50, **148**
Godsbane 7, 57
Hammer of Tyr 102, 122, **140**
Harper pin 17, 18, 23, 31, 36, 53, 66, 69, 70, 90, 92–94, 111, 132, **140**
inscribe spell..... .48, **148–149**
ironguard spell..... 50, 138, **149**
jhuild..... 51
Khelben's warding whip spell 62, 149
Laeral's crowning touch spell . 16, 64, 66, **150**
Left and Right..... 101
Lord's Effects 36, 46, **140**
minor spell turning spell 63, **150**
moonblade 17, 18, **140–141**
Moonbridge 144
moonfire..... 99
Moonwell 12, 61, 105, 125–127, **141–143**
Morninglark 37
Mountain Crusher 123
Muirara's map spell..... .63, **150–151**
Qilué's blast scepter 97, **143**
Qilué's singing sword 97, **143**
ring of alertness..... .6
Ring of Winter..... 14, 18–20, **143-144**
Royal Cormyrean signet ring..... 13, 128
runearrow 123, 124
runestick 104, **144**
saurial holy sword..... .42
scepter of Savras 120
shadow magic 31, **144**
shen sight 41–44
shining shield..... .96
silver fire..... 137
Simbul's skeletal deliquescence spell .. 50, **151**
Simbul's spell sequencer spell..... 114, 116
Simbul's spell supremacy spell..... 114, **151**
Simbul's spell trigger spell 114, 116
Simbul's synostodweomer spell..... 50, 63, 116, **151**
Singing Sword..... 36
Sky Cleaver 124
Smerznik's Super Satchel..... .70
soul song..... 42, 43
spellfire 92, 110–114
sphere of wonder spell ..... .63, **152**
staff of Silverymoon. 15, **144–145**
Staff of the White Well **139**
Storm's garter..... 117, **145**
Sword of Cymrych Hugh..... .124–127
Titanslayer 56
Tome of Universal Harmony. 29, 30
Torque of the Goddess 104, **145**
vocalize spell 50, **152**
wand of armory..... 128
whisper blade spell..... .50, **152**
windwalker amulet..... .52, 68
worldwalk spell 48, **152**
Wyvern's Spur 54, 55, 94

List of Sources

Most of the information on the 60 characters featured in *Heroes' Lorebook* is taken from nearly the same number of novels (plus a few short stories) as well as a dozen FORGOTTEN REALMS game products. The principal sources used for each character are identified, by title only, within that character's entry. A complete list of all those sources, arranged alphabetically by title, is given below. This list includes the title of the work, the series to which the work belongs (if applicable), the author(s) of the work, and the characters to whom the source pertains.

We call these the "principal" sources because, the Realms being the busy and complex place it is, quite a few of these characters are also mentioned in other published material—and to list every mention of every character in the mountain of Realms lore that's out there would be an almost impossible (and probably pointless) task.

Speaking of that mountain of Realmslore . . . this list does not include game products that are out of print (the most prominent example being *Hall of Heroes,* which is mentioned in the introduction to this book), some of which could contribute to the body of information on many of these characters for those who have copies of them. Here, then, are the primary places to go for more details on our heroes:

Novels and Short Stories

All Shadows Fled (Shadow of the Avatar Trilogy #1) by Ed Greenwood (Elminster, Khelben, and Syluné)

Azure Bonds (Finder's Stone Trilogy #1) by Kate Novak and Jeff Grubb (Alias, Dimswart, Dragonbait, Giogi, Olive, and Vangerdahast)

Black Wizards (Moonshae Trilogy #2) by Douglas Niles (Robyn and Tristan)

Canticle (Cleric Quintet #1) by R. A. Salvatore (Cadderly and Danica)

The Chaos Curse (Cleric Quintet #5) by R. A. Salvatore (Cadderly and Danica)

Cloak of Shadows (Shadow of the Avatar Trilogy #2) by Ed Greenwood (Elminster, Khelben, and Syluné)

The Coral Kingdom (Druidhome Trilogy #2) by Douglas Niles (Alicia, Keane, Robyn, and Tristan)

Crown of Fire (Harper Series #9) by Ed Greenwood (Mirt, Narm, and Shandril)

Crusade by James Lowder (Alusair, Azoun, Dimswart, and Vangerdahast)

Crypt of the Shadowking (Harper Series #6) by Mark Anthony (Caledan and Mari)

The Crystal Shard (Icewind Dale Trilogy #1) by R. A. Salvatore (Bruenor, Catti-brie, Drizzt, Regis, and Wulfgar)

Curse of the Shadowmage (Harper Series #11) by Mark Anthony (Caledan and Mari)

"The Curse of Tegea" by Troy Denning, in *Realms of Valor* (Adon)

Darkwalker on Moonshae (Moonshae Trilogy #1) by Douglas Niles (Robyn and Tristan)

Darkwell (Moonshae Trilogy #3) by Douglas Niles (Robyn and Tristan)

Daughter of the Drow by Elaine Cunningham (Fyodor and Liriel)

The Druid Queen (Druidhome Trilogy #3) by Douglas Niles (Alicia, Keane, Robyn, and Tristan)

Elfshadow (Harper Series #2) by Elaine Cunningham (Arilyn and Danilo)

Elfsong (Harper Series #8) by Elaine Cunningham (Arilyn and Danilo)

Elminster: The Making of a Mage by Ed Greenwood (Elminster)

Exile (Dark Elf Trilogy #2) by R. A. Salvatore (Drizzt)

The Fallen Fortress (Cleric Quintet #4) by R. A. Salvatore (Cadderly and Danica)

"The Family Business" by James Lowder, in *Realms of Valor* (Azoun)

The Giant Among Us (Twilight Giants Trilogy #2) by Troy Denning (Brianna and Tavis)

The Halfling's Gem (Icewind Dale Trilogy #3) by R. A. Salvatore (Bruenor, Catti-brie, Drizzt, Regis, and Wulfgar)

Homeland (Dark Elf Trilogy #1) by R. A. Salvatore (Drizzt)

In Sylvan Shadows (Cleric Quintet #2) by R. A. Salvatore (Cadderly and Danica)

King Pinch (Nobles Series #1) by David Cook (Janol)

The Legacy by R. A. Salvatore (Bruenor, Catti-brie, Drizzt, Regis, and Wulfgar)

Masquerades (Harper Series #10) by Kate Novak and Jeff Grubb (Alias, Dragonbait, and Olive)

Night Masks (Cleric Quintet #3) by R. A. Salvatore (Cadderly and Danica)

The Night Parade (Harper Series #4) by Scott Ciencin (Myrmeen)

The Ogre's Pact (Twilight Giants Trilogy #1) by Troy Denning (Brianna and Tavis)

Once Around the Realms by Brian Thomsen (Khelben, Storm, and Vangerdahast)

The Parched Sea (Harper Series #1) by Troy Denning (Lander and Ruha)

Pool of Radiance (Pools Series #1) by James M. Ward and Jane Cooper Hong (Ren, Shal, and Tarl)

Pool of Twilight (Pools Series #3) by James M. Ward and Anne K. Brown (Ren, Shal, and Tarl)

Pools of Darkness (Pools Series #2) by James M. Ward and Anne K. Brown (Ren, Shal, and Tarl)

Prince of Lies by James Lowder (Adon, Gwydion, and Rinda)

Prophet of Moonshae (Druidhome Trilogy #1) by Douglas Niles (Alicia, Keane, Robyn, and Tristan)

Red Magic (Harper Series #3) by Jean Rabe (Brenna, Galvin, and Wynter)

The Ring of Winter (Harper Series #5) by James Lowder (Artus)

Shadowdale (Avatar Trilogy #1) by Richard Awlinson (Adon, Elminster, Khelben, and Mourngrym)

Shadows of Doom (Shadow of the Avatar Trilogy #3) by Ed Greenwood (Elminster, Khelben, and Sylune)

Siege of Darkness by R. A. Salvatore (Bruenor, Catti-brie, Drizzt, and Regis)

Sojourn (Dark Elf Trilogy #3) by R. A. Salvatore (Drizzt)

Soldiers of Ice (Harper Series #7) by David Cook (Martine and Vilheim)

Song of the Saurials (Finder's Stone Trilogy #3) by Kate Novak and Jeff Grubb (Alias, Dragonbait, and Olive)

Spellfire by Ed Greenwood (Narm and Shandril)

Starless Night by R. A. Salvatore (Bruenor, Catti-brie, Drizzt, and Regis)

Screams of Silver (Icewind Dale Trilogy #2) by R. A. Salvatore (Bruenor, Catti-brie, Drizzt, Regis, and Wulfgar)

Tantras (Avatar Trilogy #2) by Richard Awlinson (Adon, Elminster, Khelben, and Mourngrym)

The Titan of Twilight (Twilight Giants Trilogy #3) by Troy Denning (Brianna and Tavis)

War in Tethyr (Nobles Series #2) by Mark Anthony (Zaranda)

Waterdeep (Avatar Trilogy #3) by Richard Awlinson (Adon, Elminster, Khelben, and Mourngrym)

The Wyvern's Spur (Finder's Stone Trilogy #2) by Kate Novak and Jeff Grubb (Giogi and Olive)

Game Products

Arabian Adventures by Jeff Grubb with Andria Hayday (Ruha)

City of Splendors by Steven Schend with Ed Greenwood (Danilo, Durnan, Khelben, Laeral, Mirt, and Piergeiron)

The Code of the Harpers by Ed Greenwood and Jeff Grubb (Alustriel, Arilyn, Artus, Brenna, Caledan, Danilo, Dove, Galvin, Laeral, Mari, Myrmeen, Sylune, and Wynter)

The Complete Book of Humanoids by Bill Slavicsek (Dragonbait)

The Drow of the Underdark by Ed Greenwood (Qilue)

Giantcraft by Ray Winninger (Brianna and Tavis)

The Great Glacier by Rick Swan (Martine and Vilheim)

MONSTROUS COMPENDIUM 11: *FORGOTTEN REALMS Appendix Vol. II* (Dragonbait)

Ruins of Zhentil Keep by Kevin Melka and John Terra (Gwydion and Rinda)

The Seven Sisters by Ed Greenwood (Alustriel, Dove, Laeral, Qilue, The Simbul, Storm, and Sylune)

Spellbound by Anthony Pryor (Brenna, Fyodor, The Simbul, and Zaranda)

Volo's Guide to Cormyr by Ed Greenwood (Myrmeen)

Advanced Dungeons & Dragons®

FORGOTTEN REALMS® Game Accessory

HEROES' LOREBOOK

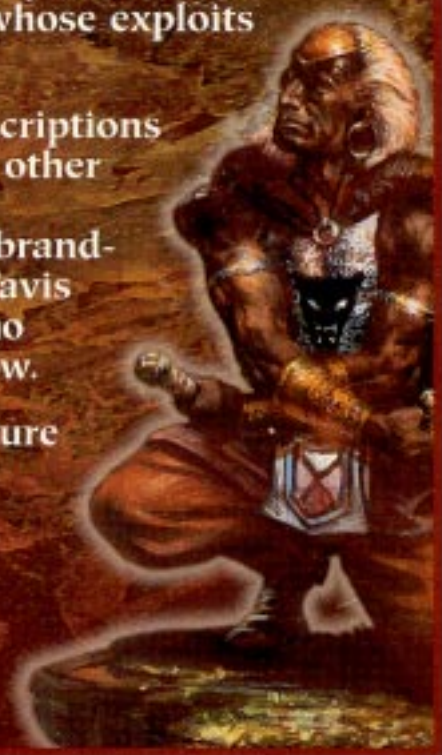
by Dale Donovan and Paul Culotta

They are the stuff legends are made of. In fact, they *are* the legends.

The major characters who have fought—and in some cases died—for the sake of goodness and justice in all parts of the FORGOTTEN REALMS® campaign world are chronicled for posterity in *Heroes' Lorebook*, a 160-page compendium of the heroes whose exploits have filled dozens of novels over the past decade.

Inside you'll find updated game statistics and descriptions for Elminster, Drizzt Do'Urden, Alias, and many other characters who appeared in the *Hall of Heroes* collection published in 1989, as well as a host of brand-new biographies for heroes such as Brianna and Tavis Burdun, Alicia Kendrick, Cadderly, and Danica, who have never been featured in a game product until now.

No collection of FORGOTTEN REALMS gaming literature is complete without this "Who's Who" of the people—and creatures—who have prevented the forces of evil from having their way.



TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ISBN 0-7869-0412-7

AD&D, ADVANCED DUNGEONS & DRAGONS, FORGOTTEN REALMS, and the TSR logo are registered trademarks owned by TSR, Inc. ©1996 TSR, Inc. All rights reserved. Made in the U.S.A.

Sug. Retail
U.S. $20.00 CAN $26.00 U.K. £11